

WORLD'S BEST SELLING N64 MAGAZINE!

TOTAL 64 - VOLUME ONE - ISSUE FOUR

# Total 64

100% Unofficial

# FREE!

Mario Kart  
POSTER



## War Gods

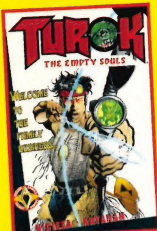
The lowdown on  
the N64's first true  
3D beat-'em-up!

## ISS Soccer

Full UK review of  
Konami's top  
Kickabout!

EXCLUSIVE!

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**Turok  
Comic**  
Part 1  
inside!

Fox McCloud in  
64 bits - a  
dream come  
true? Find out in  
our full review

# StarFox

## Wave Race

UK Showcase  
including  
tips &  
cheats!



## Plus!

REVIEWS

FIRST LOOKS

64 TIPS

FEATURES

- International Superstar Soccer
- StarFox 64
- Wave Race [UK]
- Goldeneye 007
- Top Gear Rally
- Doom 64 Secrets and Codes
- Evolution of Control
- N64 Piracy

Volume One - Issue Four **£3.95**



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Not an official Nintendo publication.

STARFOX 64 - 155 SOCCER - WAR GODS - WAVE RACE - GOLDENEYE 007 - MISSION IMPASSIBLE - HEXEN 64

RAPIDE PUBLISHING



# SIGHTINGS



IT'S OUT THERE!



INVESTIGATING ALIEN PHENOMENA



# Welcome to another Foxy issue OF TOTAL 64

We're Four issues old today! To celebrate we've been indulging ourselves with some Four player action on this month's great cover game, *StarFox 64*.



**O** K... so we haven't got anything quite as foxy

as our pictures of Nick last issue, but we've got the first review of what must be the most eagerly awaited game since *Mario*, *Starfox 64* — that's quite foxy in places! Slightly less foxy, but no less exciting, is our full review of *ISS Soccer 64* which was always going to be the only footie game with a chance of toppling *J-League* from the top of the office charts. The day this is released will be a sad one indeed for bosses all over the country, as their employees skive off work for their own Match of the Day!

And speaking of bosses, ours has got a new office along with everyone else at Rapide Publishing. Gone are the hundreds of

extension leads and pizza boxes under Miles' desk, and in are all the fancy new desks and sinks — with running water! You probably don't want to hear about this, but you must realise that our office move was delayed more times than an N64 game launch in the UK, so now it's actually happened we're 'So excited, and we just can't hide it!'

Apart from our move, the big news of the month is of course that N64s are now £100 cheaper, as a result of which there will be more users in the UK. This will hopefully result in games that are already finished being released more quickly — perhaps only a few months after the rest of the world, instead of six or seven! And for those of you who are already sampling the delights of *Wave Race*, we've got some top tips on how to get the most from your Jet-ski.

Thanks to everyone who has written to us since our last issue — we've included as many of your letters as we could and will continue to do so, for as long as you keep on sending them. We write to you every month, so it's only fair that you return the favour! Enjoy issue 4!





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## StarFox 64

The SNES version was always going to be a hard act to follow — but ten minutes of this and you'll forget the 16 bit *Starfox* ever existed!

## Turok Comic

Part one of the story behind *Turok: Dinosaur Hunter*!



67



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## International Superstar Soccer 64

It's the first game ever to beat *Mario 64* in our reviews — find out why in our 6-page spectacular!

**Win!**  
Peripherals  
worth over  
**£300**



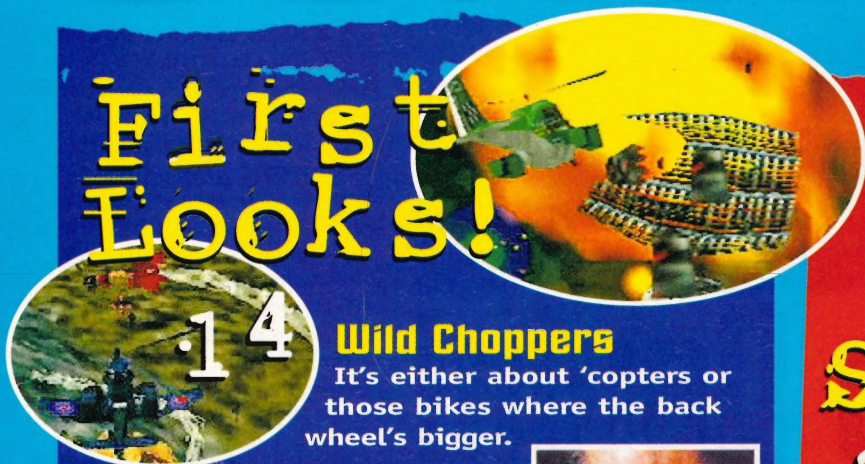


VOLUME ONE

ISSUE FOUR

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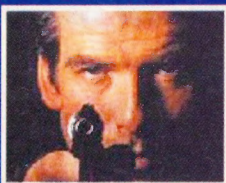
### Wild Choppers

It's either about 'copters or those bikes where the back wheel's bigger.

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A cross between *SWIV* and *Starfox 64* — it's bound to be great!

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# Total 64 NEWS

## Lowdown!

### European Release Dates

Here are the latest release dates for the N64, for 1997 in Europe.



#### May

- 29 - Killer Instinct Gold (Nintendo)
- 29 - International Superstar Soccer 64 (Konami)

#### 2nd Quarter '97

TBA - Cruis'n USA (Nintendo)



TBA - Doom 64 (GT Interactive/Midway)

TBA - Hexen (GT Interactive)

#### June

TBA - Wayne Gretzky's 3D Hockey (Nintendo/Midway)

20 - NBA Hangtime (Nintendo/Midway)

20 - Mario Kart 64 (Nintendo)

26 - Mortal Kombat Trilogy (GT Interactive/Midway)

## N64 Goes Down!




Before May 1st you would only have got three fifths of an N64 for £149 - it's still have looked nice under your telly but our guess is that you'd be missing several components vital for the playing of your favourite games!

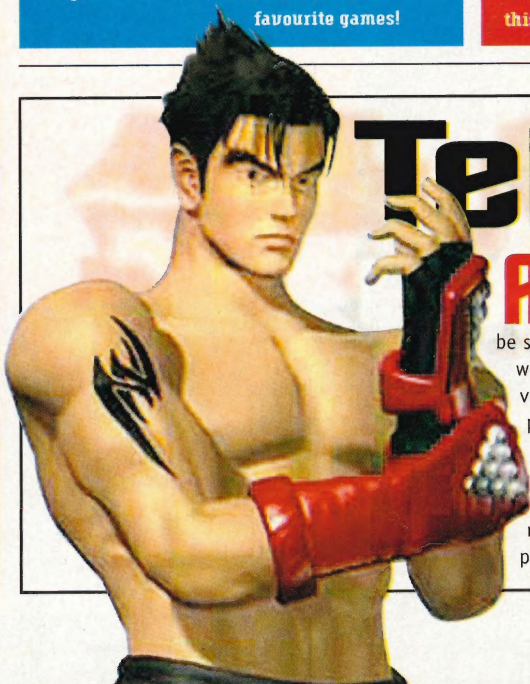


But now you can have this bit on the side too!

**W**ell the price has anyway! Since May 1st, N64s have been flying off the shelves of shops across the nation for £100 less than was previously being charged. Sales of the Nintendo have now improved so greatly that many retailers are even reporting it as outselling the PlayStation — which it certainly wasn't going to do at double the price!

The price cut, so soon after the machine's launch, is all apparently thanks to lower production costs as Nintendo increase manufacturing to an estimated 12 million units a year — although most people suspect that it's a direct result of the PlayStation price drop a few months ago.

After establishing a user base of some sixty thousand UK gamers within the first 6 weeks of sales, there are quite obviously a few disgruntled N64 owners who are wishing they'd waited before buying the 'most powerful games machine on Earth'. It's understandable for these people to be annoyed but it's no different than if they'd bought a PlayStation, a Saturn, or even a piece of furniture and then seen it cheaper at a later date — if you want to be the first with a new product then you invariably pay for the privilege. 



## Tekken N64

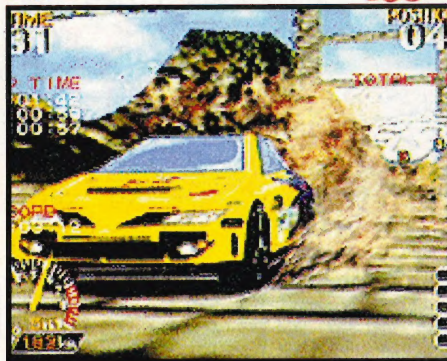
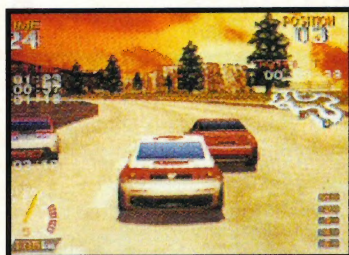
**A**lthough it's highly unlikely that this king of beat-'em-ups could ever be squeezed onto a cartridge, we've heard that a 64DD version MIGHT be in the pipeline. Namco have offered no comment, except to say that if and when a decision is made, it will almost certainly be in Japan. We hate to build your hopes up with what amounts to be nothing more than a rumour, started by a bored games fan with a Website, but the possibility is so exciting that we just couldn't keep it quiet! 





# Rare Occurrence

A group of six game designers from Rare, a company 25% owned by Nintendo and the company responsible for *Killer Instinct*, *Blast Corps*, *Goldeneye 007* and the *Donkey Kong Country* series, have defected from Nintendo in favour of Sony. This was apparently due to the greater freedom allowed by Sony, in terms of the types of games they could produce. Lets hope it doesn't delay *Donkey Kong Country 64*, which we've heard is having much of Rare's resources and manpower devoted to it, in the hope that it'll be ready for Christmas. **64**

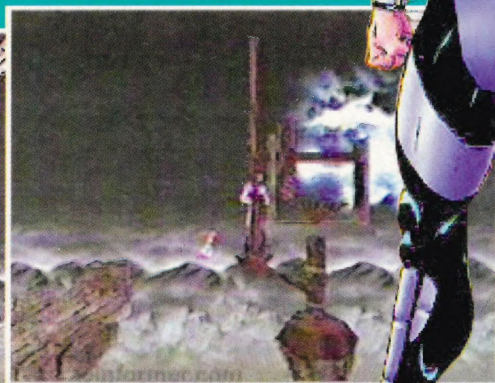


## Multi Racing

This forthcoming release from Imagineer appears to have several tracks reminiscent of those in *Sega Rally*, *Daytona USA* and *Ridge Racer* — perhaps that's what the multi stands for... The game is said to include a split screen mode for two players and could be released in Japan as early as June — more news as soon as we get it. **64**

## MK Mythology

We've managed to get hold of some early shots from *MK Mythologies: Sub-Zero*, the first spin off from the *Mortal Kombat* series of one-on-one fighters. The gameplay would appear to be similar to the classic *Double Dragon*, but with lots more moves — we assume. The game will consist of eight different worlds, containing over thirty enemies for you to beat up, all in *MK* style. The game is hoped to be N64-ready by October, so look out for an update soon. **64**



### July

- TBA — Blast Corps (Nintendo)
- TBA — Clay Fighter 63 1/3 (Acclaim/Interplay)

### 3rd Quarter '97

- TBA — F-1 Pole Position (Ubi Soft)
- TBA — Joust Epic (GT Interactive/Midway)
- TBA — Mystical Ninja 64 (Konami)
- TBA — Robotron X (GT Interactive/Midway)
- TBA — War Gods (GT Interactive/Midway)

### September

- TBA — Star Fox 64 (Nintendo)

### 4th Quarter '97

- TBA — Blade & Barrel (GT Interactive)
- TBA — Quake 64 (GT Interactive/Midway)
- TBA — Rev Limit (Seta)

### 1998

- TBA — Attack! (GT Interactive)
- TBA — Biofreaks (GT Interactive/Midway)
- TBA — Centipede X (GT Interactive/Midway)
- TBA — Duke Nukem 3D (GT Interactive)
- TBA — Mace: The Dark Age (GT Interactive/Midway)
- TBA — MK Mythologies: Sub-Zero (GT Interactive/Midway)
- TBA — Mortal Kombat 4 (GT Interactive/Midway)
- TBA — Rebel Moon Revolution (GT Interactive)
- TBA — San Francisco Rush (GT Interactive/Midway)
- TBA — Unreal (GT Interactive)





## Lowdown!

### US Release Dates

Here are the latest release dates for the N64 for 1997 in America.

#### May

24 - War Gods (Midway)

#### June

TBA - Dark Rift (Vic Tokai)

TBA - Robotron 64 (Midway)

07 - Hexen (GT Interactive)

30 - Star Fox 64 & Rumble Pak (Nintendo)

#### July

TBA - Clay Fighter 63 1/3 (Interplay)

TBA - International Superstar Soccer 64 (Konami)

#### Summer '97

TBA - Body Harvest (Nintendo/DMA)

TBA - Tetrisphere (Nintendo)

#### August

TBA - Goldeneye 007 (Nintendo/Rare)

TBA - Mission: Impossible (Ocean)

TBA - Top Gear Rally (Kemco)

#### September

TBA - F-1 Pole Position (Ubi Soft)

30 - Lamborghini 64 (Titus)

#### Fall '97

TBA - Aero Fighters Assault (McO'rner/Paradigm)


TBA - Duke Nukem 3D (GT Interactive)

TBA - Freak Boy (Virgin)

TBA - MLB Featuring Ken Griffey Jr. (Nintendo/Angel)

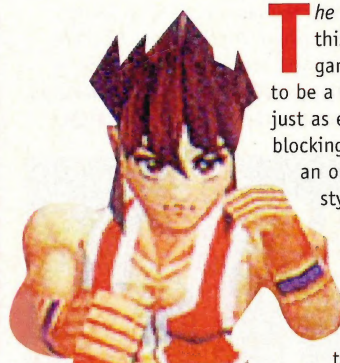
# Freak Boy




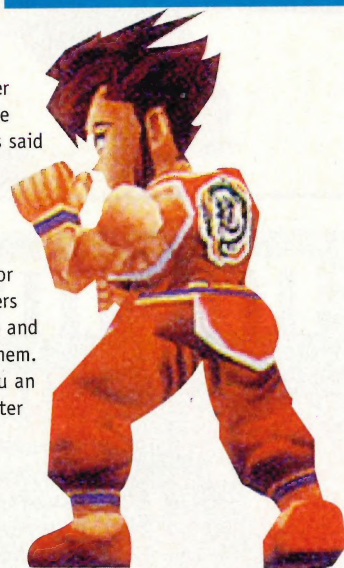
Virgin have taken over production of *Freak Boy* after some delays in mid-development. The game, originally called *Stacker*, appears to bear a resemblance to *Mario 64* in terms of gameplay and will hopefully be released in the US later this summer. 



# Japanese Twins?




The *Art of Fighting Twin* will be released in Japan later this year, although it's not known whether or not the game will ever make it to the US or UK. The game is said to be a true 3D beat-'em-up where punches etc. can be just as easily avoided by side stepping as they can by blocking. The game will also include two modes of play: an ordinary mode, which we suspect will be similar in style to the *Tekken* series (ie. no projectile attacks or super moves) and another mode where the fighters are likely to be deformed in the *Virtua Kids* style and will have more fantastical moves available to them. We realise that these shots don't really give you an idea of how the game will look, but they're better than nothing, right? 



# Force Fishing




Shigesato Itoi, who is best known for the *Earthbound* and *Mother* games, has developed a game called *Fishing* (working title) for the N64 — unsurprisingly the objective of this game will be to catch fish. But what we found surprising was that this might in fact be the reason that the

Force/Rumble/Jolt pack was developed. I can think of no better way to improve this dire genre than to use the pack to simulate a fishing rod — shaking slightly when the fish takes its initial look at the bait, then eventually really going for it as the fish gets hooked. None of us here are particularly fond of fishing, but we can't wait to try this one out! 

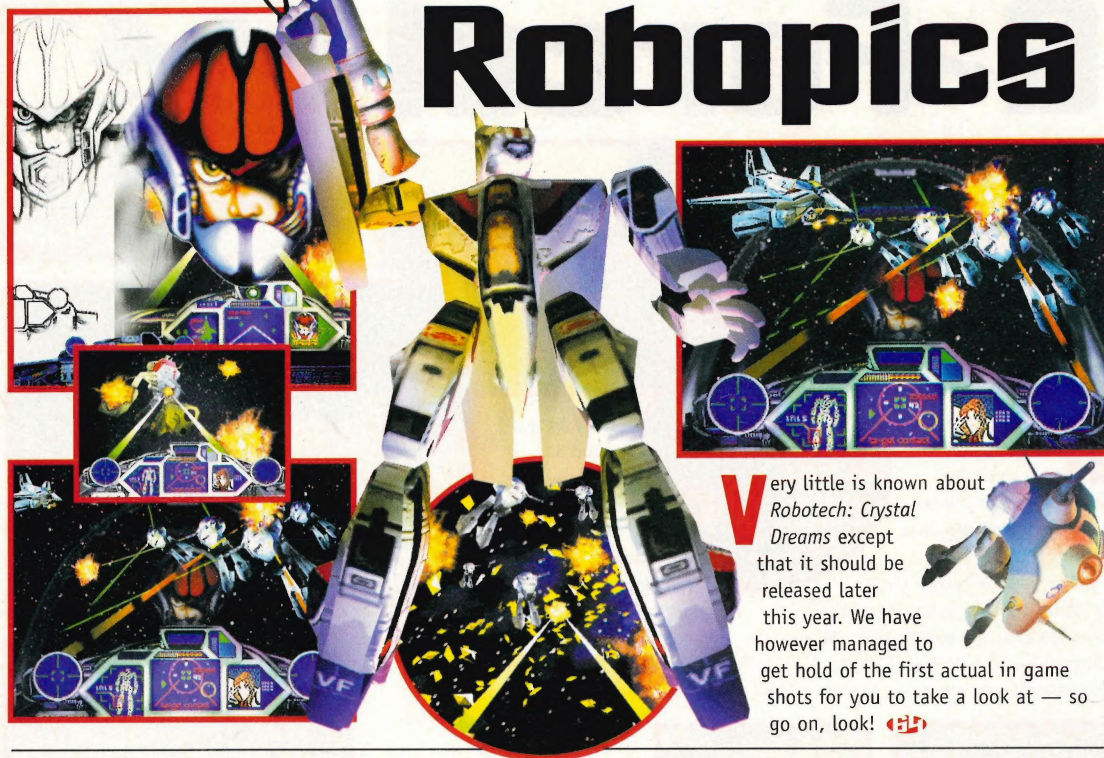


# 64DD Modem



Nintendo have at last confirmed that the 64DD Drive will incorporate a modem, allowing players from around the globe to compete against one another on any game that allows it. Whether or not existing games, such as *Mario Kart 64*, can be modified via the 64DD to allow Internet play has not been confirmed — but it seems entirely possible. More news as soon as we get it! 





# Robopics

**V**ery little is known about *Robotech: Crystal Dreams* except that it should be released later this year. We have however managed to get hold of the first actual in game shots for you to take a look at — so go on, look! 

US Releases continued...

- TBA — Multi-Racing Championship (Ocean)
- TBA — Robotech: Crystal Dreams (Gametek)
- TBA — Space Circus (Ocean)
- TBA — WCW Wrestling (T-HQ)
- TBA — Yoshi's Island 64 (Nintendo)

## October

- TBA — MK Mythologies: Sub-Zero (Midway)
- TBA — San Francisco Rush (Midway)

## November

- TBA — Dream (Nintendo/Rare)
- TBA — Final Doom II (Midway)
- TBA — Joust Epic (Midway)
- TBA — Mace: The Dark Age (Midway)
- TBA — NFL Quarterback Club '98 (Acclaim)

## December

- TBA — Bio Freaks (Midway)
- TBA — Extreme G (Acclaim)
- TBA — HED (Ubi Soft)
- TBA — Quake 64 (Midway)
- TBA — Wayne Gretzky's 3D Hockey 2 (Midway)

## 4th Quarter '97

- TBA — Jeopardy! (Gametek)
- TBA — NBA In The Zone '98 (Konami)
- TBA — Wheel of Fortune (Gametek)

## Early 1998

- TBA — Castlevania 64 (Konami)
- TBA — Forsaken (Acclaim)
- TBA — Legend of Zelda 64 (Nintendo)
- TBA — Turok 2 (Acclaim)
- TBA — Unnamed Fighting Game (Konami)
- TBA — Actua Golf (Interplay)
- TBA — Buggie Boogie (Nintendo/Angel)
- TBA — Command and Conquer (Virgin)
- TBA — Creator (Nintendo)
- TBA — Cruis'n World (Midway)
- TBA — Deadly Honor (TecMagik)
- TBA — F-Zero 64 (Nintendo)

US Releases continued...

# 64DD Titus

**T**itus have announced that the three titles they're currently working on, *Lamborghini 64*, *Superman 64* and *Quest for Camelot*, will all be 64DD compatible. So although these games will be released on cartridge before the 64DD goes on general release, bonuses such as extra levels and game enhancements will become available later on. **64**




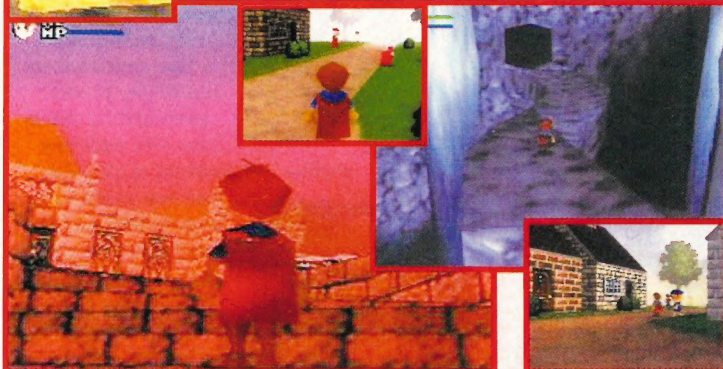
# Cabbage!

**S**higesato Itoi is rumoured to be working on a 'virtual pet' game similar to the *Tamagotchi* for the N64. Quite how this will work is a mystery because the whole point of the *Tamagotchi* is that you cannot turn it off and you have to take it everywhere with you in case it decides that it's hungry or needs to empty its LCD bowels.

Itoi, who is best known for the *Earthbound*/*Mother* series of games, insists that the idea is not taken from the *Tamagotchi* but that he originally planned to release it on the Gameboy some five years ago. **64**

# Japanese Magic

**T**he Japanese should soon be getting their first full blown RPG for the N64, *Holy Magic Century Eltale*. As far as we know, this great looking game from Imagineer isn't scheduled for a release outside Japan, but if it turns out to be as good as it looks we would hope that somebody would have the sense to publish it over here. 







## Howdown!

US Releases continued...

- TBA - Lode Runner 64 (Bandai)
- TBA - Mr. Tank (GT Interactive)
- TBA - Pilotwings 64 II (Nintendo/Paradigm)
- TBA - Raze (Interplay)
- TBA - Rotor Gunner (TecMagik)
- TBA - Space Station: Silicon Valley (BMG Entertainment)
- TBA - Superman: The Animated Series (Titus)
- TBA - Ultra Combat (GT Interactive)
- TBA - Ultra Descent (Interplay)
- TBA - WWF Wrestling (Acclaim)

## Japanese Release Dates

Here are the latest release dates for the N64 for 1997 in Japan.

### April

- 27 - Star Fox 64 (Nintendo)
- 27 - Shindou Pak (Nintendo)

### May

- TBA - Ikazuchi No Gotoku - Chinese Chess (Seta)
- 30 - Turok: Dinosaur Hunter (Acclaim)
- 30 - Wild Choppers (Seta)

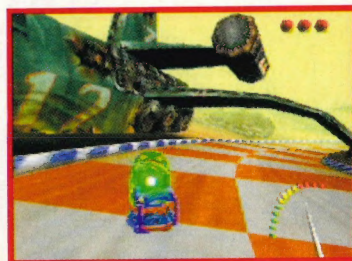
### June

- TBA - The Mahjong 64 (Video System)
- 14 - Star Wars: Shadows of the Empire (Nintendo)
- 27 - Yuke Yuke!! Trouble Makers (Enix)

### July

- TBA - 64 Oozumo (Bottom-Up)
- TBA - Morita Shogi 64 (Seta)
- TBA - Multi-Racing Championship (Imagineer)

# G-Force!



**A**ccclaim, who are the company responsible for *Turok: Dinosaur Hunter* have been working on a racing game for some months now — known only as *Acclaim Racer*. It has now been revealed that the game's title will be *Extreme G* and judging by all the screenshots you see here, it looks to be

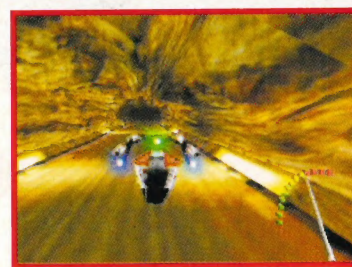
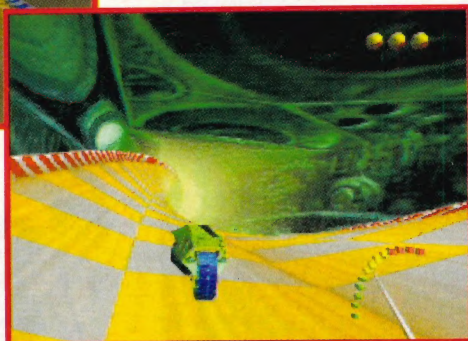


every bit as good as Acclaim's last N64 offering. With obvious comparisons

being made to

*Wipeout* on the PlayStation, this could be our first chance to see how just how quick the N64 is — especially in the split screen four

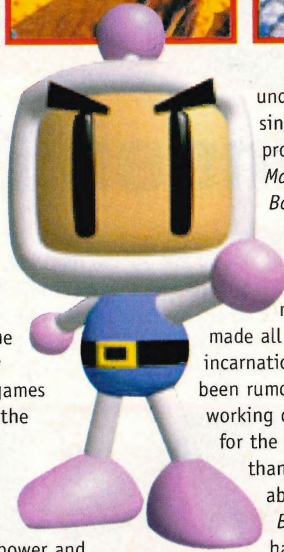
player mode. There will be at least eight bikes to choose from and each of these will be able to carry at least two from a menu of interchangeable weapons — we can't wait!



# Bomb Scare!



**O**ne of the games we're (meaning everyone except the boss, who's scared he'll never get a days work out of us again!) most looking forward to in the Total 64 office has to be *Bomberman 64* by HudsonSoft, and anyone who's ever one of the *Bomberman* series will know exactly why. Fans of these games will probably not recognise the screenshots you see here because, in keeping with most N64 sequels to date, the programmers are taking advantage of the console's power and plumping for a full 3D version. We



understand that the single player game will probably look more like *Mario 64* than a

*Bomberman* game but we're assured that

HudsonSoft will not forget about the multiplayer mode that made all of the previous incarnations so great. It's even been rumoured that they're working on their own multitap for the N64, so that more than four players will be able to play at once!

*Bomberman* is said to have even more new abilities and powerups to play with than ever before but it's doubtful we'll get any details until the game is released in Japan this summer (the US version should appear around Christmas time).



## N64.P.D. Crackdown

**J**udicial authorities in Paraguay have seized thousands of Counterfeit Nintendo game cartridges and components in two simultaneous raids in the city of Ciudad del Este. The thousands of counterfeit SNES and N64 cartridges were seized from two warehouses, along with a similar quantity of counterfeit packaging materials and semiconductor chips.

It's thought that most of the seized materials originated in Taiwan — a country that has been a major source of counterfeit games for many years.

Nintendo, who believe that this kind of piracy costs them around \$810 million in sales every year, have been waging war against videogame piracy all over the world for as long as it's been a problem, so it must be very rewarding for them to claim such a major victory. A few more like that and we might see the prices of games coming down!





## John's Column

Before we begin, allow me to introduce myself — my

name is John Stainsby and although I live here in England, I spend a lot of time in the States and have done for some time. I'll be here every month to give you advice on anything you wish to ask me concerning the N64 — whether it be which game to buy or how to dismantle your console and turn it into a toaster!

One of the most popular calls I get must be the one from little Timmy who has just returned from his holiday to Florida with an N64 under his arm, plugs it into his dad's shaver adaptor and ten seconds later smells burning — oh dear!

Even though the plug fits, the voltages do vary greatly from country to country and so in order to get foreign machines working in the UK you will need what is known as a Step-down transformer. There are several different types of these, so you need to be sure that you're buying one that's up to the job. If you go to your local electrical superstore and buy the first one you see there is only a 50% chance that it will work — even if it works to start with, you might find that it will pack up after a time. Personally I would recommend a Beta transformer, as I have never had or heard of any problems with these. Most games importers should always keep these in stock.

If the worst happens and you or someone else manages to 'blow up' the machine then what you will have actually done is blown the AC adaptor, the small black box which plugs into the left hand side of the console. Your problem now will be getting hold of a replacement — if you try to buy one direct from Nintendo of America they will only send one to an American address, so unless you have a friend over there you're in trouble. If you ask around you might be able to find an importer that stocks these, or can at least order one for you.

Next month I'll be showing all of you with US or Jap machines how to convert them so that they'll play each other's games without needing an adaptor — that is of course if none of you have any more pressing problems to be dealt with.

Send your questions and comments to **TOTAL 64** at the usual address or email them to me at: [stainsby@msn.com](mailto:stainsby@msn.com)

# N64 goes Supersonic!



**P**aradigm Entertainment have teamed up with Video System of Japan and have been working on a flight sim called *Sonic Wings Assault* for the N64. The game will be the latest in the successful *Sonic Wings* series and looks to be a vast improvement over its previous incarnations. There will be at least four different planes to choose from — all based on actual fighter planes — and the player

will fly as part of a four pilot formation (a la *Starfox 64*) with pilots asking each other for help etc. The game will include a split

screen two player mode although a four player option has not yet been confirmed.

There will be at least ten different scenarios in which to

test your skills, including Above the Clouds, Arctic Sea, Wilderness and Tokyo City, where you'll be shot at from gunmen in skyscrapers (to be confirmed).

*Sonic Wings Assault* should arrive in Japan this summer and contracts are currently being discussed to decide who will publish the game in the West, where it will most likely be known as *Aero Fighters* — with a release date currently being pencilled in for sometime around Christmas.



## 3rd Party developers to get a helping hand from the big N!

**A**t a conference recently held in Seattle, Nintendo have pledged to give developers more help than previously with N64 development and have apologised for the lack of it to date.

As well as introducing new development tools, Nintendo have been showing developers how to utilise the Jolt Pack in their games and how to program for the 64DD add-on. UK development companies were also given information on how best to support the PAL mode. Let's hope this development leads to more quality 3rd party games — and an end to inferior UK products.

JAPANESE Releases continued...

TBA — Rev Limit (Seta)  
TBA — Sonic Wings Assault  
(Video System/Paradigm)

### Summer '97

TBA — 3D Fighting  
(Imagineer)  
TBA — Bomberman 64  
(Hudson Soft)  
TBA — Goemon 5  
(Konami)  
TBA — Hexen (Gamebank)  
TBA — Hiryu No Ken Twin  
(Culture Brain)  
TBA — J-League Eleven Beat  
1997 (Hudson Soft)  
TBA — Macross: Another  
Dimension (Tomy)  
TBA — Magic Century Elite  
(Imagineer)  
TBA — Mission: Impossible  
(Victor Interactive  
Software)  
TBA — Power League 64  
(Hudson Soft)  
TBA — Reason (Imagineer)  
TBA — Top Gear Rally  
(Kemco)  
TBA — Yoshi's Island 64  
(Nintendo)

### August

01 — Mahjong Hourouki  
Classic (Imagineer)

### September

TBA — Aero Gauge (ASCII)

### Fall '97

TBA — J-League Dynamite  
Soccer (Imagineer)  
TBA — Sim City 2000  
(Imagineer)  
TBA — Virtual Pro Wrestling:  
Ultra Battle Royale  
(Asmik)

### November

TBA — Chameleon Twist  
(Japan System Supply)

### December

TBA — Hyper Olympic in  
Nagano (Konami)

### 4th Quarter '97

TBA — Legend of Zelda 64  
(Nintendo)

### Spring '98

TBA — Jungle Emperor Leo  
(Nintendo)





## Australian Release Dates

Here are the latest release dates for the N64 for 1997 in Australia.

### May

- TBA - Cruis'n USA (Nintendo)
- TBA - Killer Instinct Gold (Nintendo)
- TBA - Mario Kart 64 (Nintendo)

### June

- TBA - International Superstar Soccer 64 (Konami)
- TBA - War Gods (GT Interactive/Midway)
- TBA - Wayne Gretzky's 3D Hockey (Nintendo/Midway)
- 12 - Doom 64 (GT Interactive/Midway)
- 12 - Hexen (GT Interactive)
- 12 - Mortal Kombat Trilogy (GT Interactive/Midway)

### July

- TBA - Blast Corps (Nintendo)
- TBA - Clay Fighter 63 1/3 (Acclaim/Interplay)

### August

- TBA - NBA Hangtime (Nintendo/Midway)

### September

- TBA - Star Fox 64 (Nintendo)

### 3rd Quarter '97

- TBA - F-1 Pole Position (Ubi Soft)
- TBA - Joust Epic (GT Interactive/Midway)
- TBA - Mystical Ninja 64 (Konami)

# N64 Suikoden

**R**umour has it that the top RPG, *Suikoden*, might be winging its way to the N64. For those of you unfamiliar with the game, it's a Japanese RPG with a superb plot, which was released on the PlayStation a few months ago. We don't want to spoil the plot for you but we have it on good authority from Justin, who's been playing the game since it came out, that this game is totally absorbing (he even has a picture of himself as one of the characters on his computer



desktop!). We asked Konami about the possibility of an N64 version but they weren't willing to confirm anything — you can be sure that we'll be keeping an eye out for any more news on this one! (Please, please let it come out on the N64 — Ed).

## N64 goes down, down under!



**A**t around the same time the UK N64's were reduced by £100, Nintendo of Australia announced a \$100 price drop — only two months after the launch. This price cut of 25% doesn't really compare with the one in the UK, which of course reduced the cost by 40%, but it's a small world innit!



### VR N64?

An exciting, although slightly unbelievable rumour doing the rounds at the moment, is that Silicon Graphics are going to unveil a Nintendo 64 virtual reality headset at this year's Just Play! conference. To be absolutely honest we at TOTAL 64 reckon this is pretty

unlikely — especially since we found out some information from a small piece about it on the blatant lie rumour mill that is the Internet — but how could we resist giving it a mention and building your hopes up in the same way ours have been!

### A Dream come true?

Nintendo are rumoured to be working on a 3D action game called *Dream*, which is amazingly said to be twice the size of *Mario 64* — weighing in at a whopping 128 megabits! Mr. Miyamoto has apparently been working on this title for about 2 years alongside a staff of 40 people — it would appear that every N64

owner's dreams could come true when this is released.

### Turrican 64 announced!

Factor 5 — who were responsible for developing the original 16-bit *Turrican* games on the SNES — are busy working on a sequel for the N64. No publisher has been announced as yet, but rest assured that this title will make full use of the N64's special effects capabilities when it's released next year. Rumour has it that the game will initially be released on a cartridge, with extra levels etc. becoming available when the 64DD is launched.

- TBA - Robotech: Crystal Dreams (Gameltek)
- TBA - Robotron X (GT Interactive/Midway)

### November

- TBA - Goldeneye (Nintendo)

### 1998

- TBA - Attack! (GT Interactive)
- TBA - Biofreaks (GT Interactive/Midway)
- TBA - Centipede X (GT Interactive/Midway)
- TBA - Duke Nukem 3D (GT Interactive)
- TBA - Mace: The Dark Age (GT Interactive/Midway)
- TBA - MK Mythologies: Sub-Zero (GT Interactive/Midway)
- TBA - Mortal Kombat 4 (GT Interactive/Midway)
- TBA - Quake 64 (GT Interactive/Midway)
- TBA - Rebel Moon Revolution (GT Interactive)
- TBA - San Francisco Rush (GT Interactive/Midway)
- TBA - Unreal (GT Interactive)







# First Look!



Things are hotting up in N64 land! Come with us for a peek at the titles that are bubbling away in development right now...

## WILD CHOPPERS



Crazy copters in Full 3D, shootin' onto a console

near you — sooner or later!



**T**his 3D shoot-'em-up from Seta should be released in Japan any day now, although no other releases have been confirmed. The game will be one of the first to make full use of the d-pad and analogue stick — the d-pad being used to move around the map, while the stick is used to control the altitude and turning of your chopper. The trigger button will appropriately be used for firing all of your arsenal of weapons at your enemies and rivals.

The missions will be many and varied in a similar way to those of the *Strike* series but a neat touch which is new in *Wild Choppers*, is that any enemies you don't destroy on a level will join forces with those on the next level. In the game this is known as the enemies' 'War Potential' and basically means that as well as achieving your mission objectives, you need to destroy as many enemies as possible. Look out for a full review here soon! **64**



# GOLDENEYE 007



**The master of deadly charm hits the N64 — get set for girls, guns and gadgets.**

**T**his obvious James Bond license, developed by Nintendo and Rare Ltd, looks like being one of the greatest film tie-ins to date. The game follows the movie's story quite closely through a series of different levels and gameplay types. The pictures we've been getting are all from one of the first-person shooter levels, although we understand that the game will also include the obligatory chase scenes, which no James Bond license would be complete without.

Although the game obviously falls into the *Doom* clone genre, the emphasis of this particular title will be on realism. In terms of the game's looks this will be apparent in that all of the game locations are based on



▲ Don't worry — if it's anything like the films they'll miss you every time.



▲ Aha! The secret lab's gonna blow and James will just get out by the skin of his teeth.

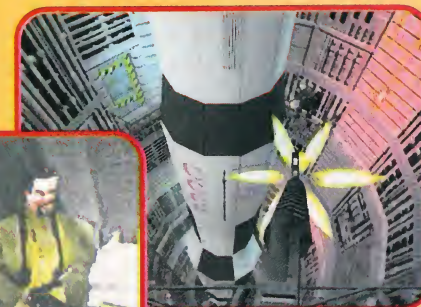
the original film sets and the characters even have the actors' faces pasted on them! Unlike most *Doom* style games, where the player can carry an unlimited arsenal and medipack supply, in *Goldeneye* our hero will not be able to heal wounds whenever he feels like it and will only be able to carry two or three weapons at a time. Other neat

touches make use of the analogue stick — as well as being able to fire at any angle, the speed you walk at will affect how loud your footsteps are, so the faster you walk the more likely the enemy will hear you. Climbing, crouching, jumping etc will all be possible, along with plenty of other moves guaranteed to make this game look and play better than *Doom 64* in many people's eyes.

No Bond game would be complete without a selection of gadgets so the programmers have included plenty for you to play with. All the weapons you'd expect have been included, along with some extras such as timer mines and a taser used for temporarily stunning enemies.

When this game is released later this year, players will also be able to keep track of mission objectives, ammo etc. via the obligatory Bond watch — which will presumably do just about everything bar make you a cup of tea.

Stay tuned for a full preview soon! (H)

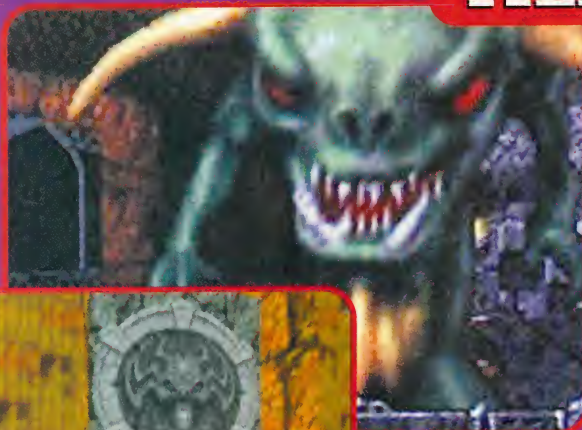


▲ Wonder Watch Mark III — makes toast, walks the dog, plays tunes on festive occasions. Perhaps.





## HEXEN 64



**Guns? Nah! What you need's a soul ripping, blood boiling spell...**



**F**or those of you who aren't yet familiar with this PC classic, *Hexen* is very similar to *Doom* in terms of gameplay but has elements of roleplaying, in as much as you can choose to be one of three characters. Each of these have their own abilities — for example, the fighter is very strong and quite fast while the mage is quite puny but has some powerful

projectile weapons. Fans of the PC original won't notice any major changes in the N64 version, but the analogue controller will allow players to control their speed in the same way that worked so brilliantly in *Doom 64*.

*Hexen's* biggest selling point though will be the split screen four player mode — with death match or cooperative play options.

This game's due out in the US next month so expect a full review from us soon. **64**



## NFL QUARTERBACK CLUB '98

**W**e haven't been able to get hold of a release date for this latest sweat 'n shoulder pads simulator but we reckon it can't be too far off judging by the quality of these screenshots.

As always, Acclaim have got their latest NFL game endorsed by a top quarterback. Brett Favre is the latest in the line, following in the virtual footsteps of Steve Young and Dan Marino. The game is apparently officially licensed and will contain a play-by-play commentary by Marv Albert. Unlike many American Football games, there will be a comprehensive management option, where you can do everything from sign new players to deciding what wages to pay

**Strap on some ludicrous shoulder pads and cultivate a grunting voice — it's NFL Footie time again!**



your team. At the beginning of a season you'll even be able to create your own team with your own colours and imaginary players — which you'll then take on a tour of the thirty stadiums replicated! **64**

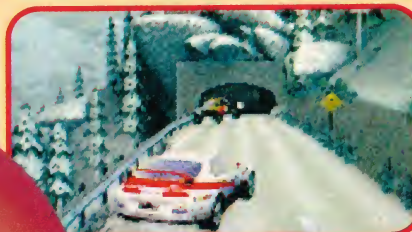




# TOP GEAR RALLY




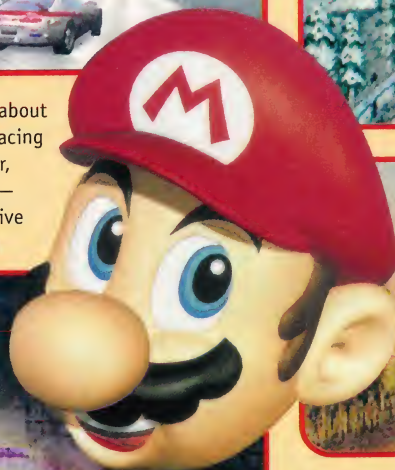
This exclusive racing title is shaping up to be a more than worthy sequel to its SNES predecessors. With superb graphics, ten tracks to choose from and a split-screen two player mode, *Top Gear Rally* is looking mighty exciting.



**A**fter three incarnations on the SNES, the *Top Gear* series is finally going to make an appearance on the N64! This superb looking sequel is being developed by Boss Game Studios and should be released in the US later this year.

The pictures you see here are actually SGI renders but Boss have been quoted as saying that the actual N64 game should look just as good. The finished game will include ten tracks, fifteen different vehicles and variable weather, plus there's even talk of a track designer! Add to this a split screen two player mode and we

could be talking about one of the best racing games of the year, and guess what — it's totally exclusive to the N64! 



▲ Stormy weather closing in on one of the ten new tracks — wonder wipers please.



## TOYOTA SUPRA



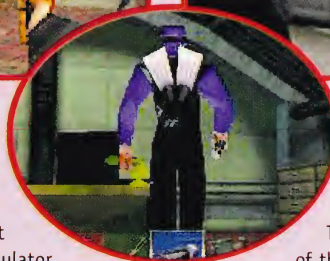
## TRACKS



## FOREST



# MISSION IMPOSSIBLE



**IF the prospect of swanking around as a Tom Cruise lookalike with a carrier bag full of gadgets under your arm is enough to get you excited, then what you need is an extremely difficult mission! Coming Soon!**

**Y**ou'd be forgiven for thinking that this is just another *Doom* clone judging by the screenshots, but going by what we've heard about this spy simulator from Ocean, you couldn't be more wrong! One of the most exciting and original features of the game is the ability to disguise yourself as any character that you've previously knocked out — which will in turn mean that other characters in the game with a high level of artificial intelligence, will treat you as if you were that person. But knocking out an enemy isn't simply a case of shooting or hitting them — first you need to get them alone to ensure that there aren't any witnesses and ideally you need to leave the body where nobody will find it too quickly and raise the alarm. With your new identity in place you'll be able to gain access to new rooms and interact with characters that previously wanted nothing to

do with you (let's hope there's a really good looking identity waiting for you at the cocktail party!).

The storyline will follow that of the film quite closely but not to the extent that you'll feel restricted

by the plot — too many film licenses in the past have stuck with the film plot and put it before playability on their list of priorities. One aspect of the game that will be familiar to players who've seen the film, will be the amazing array of gadgets and weapons available — including photographic glasses and exploding chewing gum!

Infogrames, Ocean's French parent company, have developed a new AI language called Suul which is being used in the game to create characters that 'think' and have a wide range of facial expressions — it will possibly be the most 'intelligent' computer game ever!

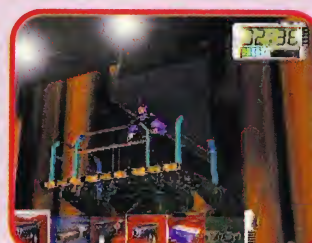
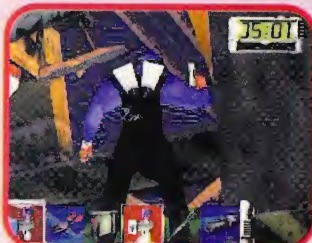
Looking to the future, it's been rumoured that *Mission Impossible* will also be 64DD compatible, allowing for a deathmatch mode to be played over the Internet — what will they think of next? **64**



▲ Some of these extreme sports are just getting plain ridiculous — he's lost both of his legs!



▲ Justin's got a screensaver that looks just like that — Mmm... interesting! Oh well I suppose it's better than watching most telly nowadays.








# DARK RIFT

A 'combo' of beat-'em-ups that have gone before, could this be the next console heavyweight champion of the world?

**D**ue to be released in the US sometime in June/July, this looks like it could be one of the best 3D beat-'em-ups ever to appear on a console. The game appears to take all of the best elements from other fighting games and put them

together in what promises to be an unusually varied 3D fighting experience. The combos are said to be less mechanical than those in *Killer Instinct*, allowing players to create their own,

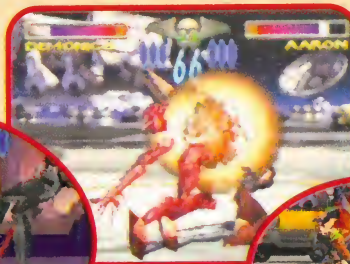
rather than using predetermined 'million-hit' affairs. In general the moves are thought to be activated in much the same way as those in the *Tekken* games, although most of the characters will also have projectile attacks, more familiar to players of the *Mortal Kombat* games. The characters will also come armed with their own weapons (*Soul Edge*?) which all in all should mean that no matter which beat-'em-ups you've played in the past, *Dark Rift* will definitely be worth a look when it arrives over here. We hope to have a full review in a couple of issues. 



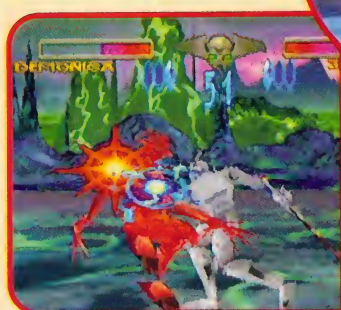
▲ OK, so it might not look terribly original but if it's good, who cares?



▲ A design for one of the many arenas.



▲ Apparently you can throw your opponents – quite far!

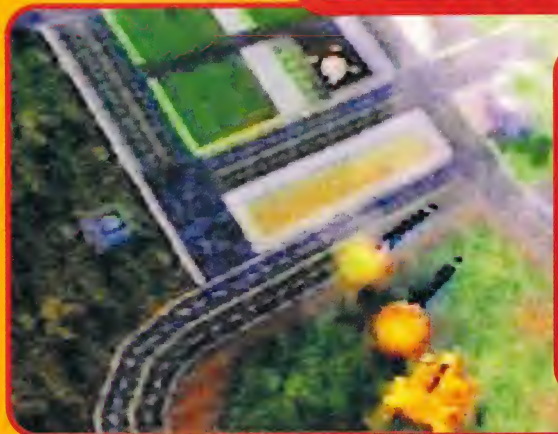


▲ My guess is that the guy on the right has just pulled off a special move of some description but I might be wrong – it could be that the battle is taking place inside a giant luminous green marble! (Err... No! – Ed)





## BLADE & BARREL



More multiplayer, air and ground battles? How so?



**K**nown as *Ultra Combat* outside Japan, this new tank/helicopter simulator looks a lot like *Starfox* in many ways. There's even a multiplayer mode allowing you to either go head to head or work as allies to take on the enemy, and there's no denying that the vehicles used are basically present day equivalents of the Arwings and tanks used in *Starfox 64*.

Where *Blade & Barrel* might beat the competition though, is with the option which

allows every player to choose which vehicle to use on each mission — something you can't do in *Starfox*. The possibilities are

endless, with scenarios including everything from industrial cityscapes to barren deserts.

Developed by Software Creations, GT Interactive will be publishing the game in the US, so you can bet that a UK release will follow a few months later. **64**

## YUKE! YUKE! TROUBLE MAKERS



**Robot Marina has a secret weapon to help her save her lost boss — shaky arms!**

**D**eveloped by Treasure, this action packed platformer should be arriving on the streets of Tokyo fairly soon, with US and UK releases to follow some time after — we think!

The game is set on a psychedelic planet called Nendoro and you play the part of Marina, a maid/bodyguard robot built by Professor Gumbel — who has since been kidnapped, so no prizes there for guessing what your game objective might be...

As one of the first ever computer game robots

not to have built in weapons, you need to rely on your ability to grab, shake and throw enemies

to kill them. A rather interesting sounding feature of the game is that Marina can grab

almost any attack thrown at her and then use it for herself, including missiles, laser beams and those huge fists that bosses always seem to fire at you.

Hopefully we'll have enough info to do a full preview soon! **64**



▲ Hello! My name's Marina and I'm a dedicated maid robot with one aim in mind — saving my poor kidnapped boss from evil troublemakers! Yuke! Yuke! Yuke!

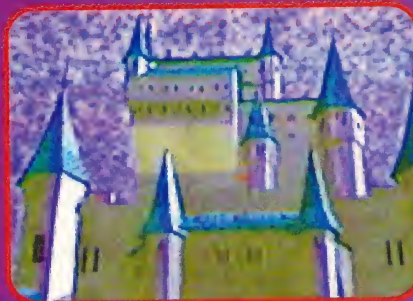


▲ Grab and throw the troublesome foe as you go. Yeah!





# CASTLEVANIA 64



**Drac's back! And it's the N64 owner's turn to be the hero, Simon Belmont.**



▲ How why do we get the feeling that something unearthly, spooky and generally nasty is lurking through those gates? Could be the gravestones...

**T**here are no definite dates as yet, but Konami's longest running series is on its way to an N64 near you — or at least it's on its way to those in Japan and is probably not arriving here for quite a while after. There have already been about ten versions of this classic game on several different systems, including three on the NES and one on the SNES.

As you can see from these early screen shots, the game appears to be as far removed from its 8 and 16-bit counterparts as *Mario 64*, *Starfox 64* and *Zelda 64*. The 2D predecessors to this stunning looking sequel were hailed as some of the greatest 2D games ever made, so some die hard fans will no doubt be concerned about their transition to 3D — but then *Mario* was met with the same concerns by some parties when it was announced, and that seemed to turn out OK! From what we've seen of this game already it appears to be



▲ So you're a skeleton with a great big sword and shield set — so what! Anyone can cover themselves with glow in the dark paint. And I've got a whip.

very similar to *Zelda 64*, except that the hero will almost definitely be armed with a whip

rather than a sword.

We'll bring you more news as soon as we get it! **64**



▲ Blue! A colour full of mystery and power! From the deepest ocean to the eternal skies, blue is synonymous with all that is magic. Now that's poetry, mate.



▲ Just what you need when you're in a hurry — some dirty old down and out gremlin asking you for spare change.







▼ The roving camera gives some dynamic views of the action as you beat your enemy to a pulp.



● Publisher: Midway

● Developer: Eurocom

● Release Date: June (US)

Late Summer (UK)

# War



Ever fancied yourself as a god, sitting around on a cloud with loads of minions obeying your every command? Well, this game's full of gods — and lots of blood — but there's not a single cloud in sight.

**N**intendo's wonder console has been looking pretty drab in the beat-'em-up stakes. All the world has had to choose from so far is a dire version of the *Mortal Kombat* Trilogy

and the similarly dismal *Killer Instinct Gold* — not much to show for the greatest console ever created!

But Midway are here to make amends for the new *Mortal Kombat*. *War Gods* takes the genre one step further by giving the customary collection of characters a three dimensional world to knock each other about in, instead of the run-of-the-mill two dimensions. This opens up a whole new can of worms for fighting game fans.

Okay, so there have been 3D fighting games on other consoles. The

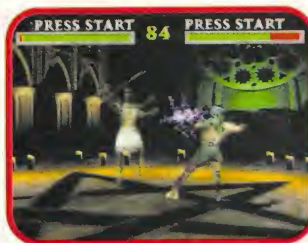
PlayStation has the *Tekken* series, and the Saturn *Virtua Fighter*, but players have never been given the opportunity to take control of the 3D before. In those games the



camera angle simply swings around the action, giving endless new views of the battle in motion, while the players concentrate on kicking seven kinds of crap out of their foes. *War Gods*, on the other hand, takes a whole new approach — and adds a whole new button to the control method.

It's this 3D button that makes all the difference. Midway have created six large, open battle arenas in which the two chosen contenders start off in the centre. For the most part battles take place as they do in countless fighting games, but then comes the time to make use of this extra space — and extra dimension. By holding down the 3D button and pressing Up





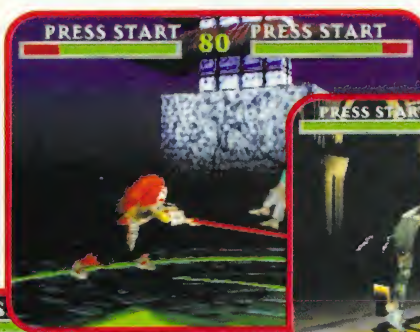
▲ The clown from a well known burger establishment appears to have the upper hand!

▲ I'm sorry but all this projectile nonsense just isn't cricket, is it?

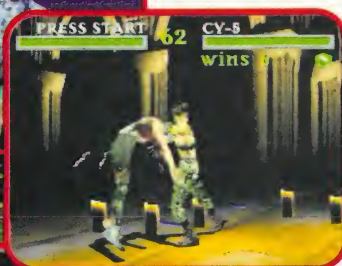
# Gods

## Digital Skin Technology

How have the boffins at Midway managed to created such realistic characters in *War Gods*? Many beat-'em-ups use polygons and add textures to create a good looking character, but Midway have gone one step further by creating what they call 'Digital Skin Technology'. This method adds more than a simple texture to the polygons, it adds actual animated images using Reality Mapping technology to give the characters faces and features digitised direct from real actors. This method was first used on the Nintendo 64 in *Cruis 'n USA*, but I think you'll agree that it seems to work much better in *War Gods*!



▼ Looks like the converted toaster is in for a rough landing!



or Down, the chosen character can leap, slide or simply walk in 3D, nimbly dodging blows and spinning the game viewpoint as they go.

Just a gimmick? No, it actually works really well. Having a 3D button really opens up a whole new area of possibilities for special moves. You



There are ten characters: Ahau Kin, Anubis, Pagan, Voodoo, Warhead, CY-5, Maximus, Vallah, Kabuki Jo and Tak. Each of these has at least ten special moves up their sleeves, plus a big combination attack and, wait for it, fatality. Sounds a bit familiar? Well, the game is

from Midway, the people behind *Mortal Kombat*, after all.

These ten characters each have their own distinctive background and skills, which are reflected in the moves

now have to think of your character as a solid being, rather than a cardboard cut-out or computer generated geek. And there are nifty special moves in abundance on offer in *War Gods* too.

## Prologue

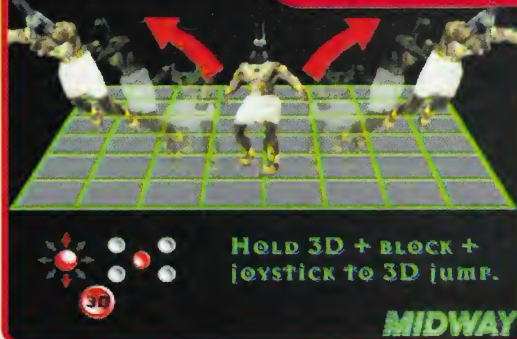


BILLIONS OF YEARS AGO, A BEING FROM A DISTANT GALAXY WAS TRANSPORTING A PRECIOUS CARGO OF LIFE-GIVING ORE. THE TURBULENT FORMATION OF OUR SOLAR SYSTEM CAUSED HIS SHIP TO CRASH, AND SCATTERED THE ORE OVER THE MOLTEN SURFACE OF PLANET EARTH.

THROUGH THE MILLENNIA, TEN HUMANS CAME INTO CONTACT WITH THE ORE AND WERE TRANSFORMED INTO SUPER-EVOLVED WARRIORS. THEY ARE THE...

Billions of years ago, a being from a distant galaxy was transporting a precious cargo of life-giving Ore. The turbulent formation of our solar system damaged his ship, which crashed on Earth, scattering The Ore over the molten surface of the planet. Through the millennia, ten humans came into contact with The Ore and were transformed into super-evolved warriors. They are the...

## 3D JUMP



HOLD 3D + BLOCK + JOYSTICK TO 3D JUMP.

MIDWAY

## Arcade Tips

The arcade version of *War Gods* is packed with special playing tips screens that crop up if you sit and watch the machine in demo mode. These have some really useful tips and hints for playing the game. Take a look, you might find something you didn't know, plus you can learn how to play before the game is even released – and really impress your mates!





# Oh my gods!

With ten characters to choose from, there's something in *War Gods* to please Fighting game Fans of all tastes. Let's take a closer look at the contenders for The Ore along with their official bio from the guys at Midway...



## Warhead

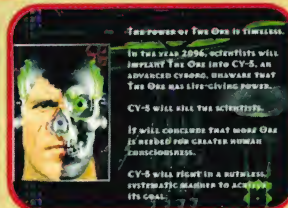
Government officials were worried that an experiment to merge nuclear weapons with The Ore was in jeopardy. They sent their top operative to investigate. When he arrived at the research centre, the building exploded, covering his body with fragments of The Ore. The soldier was transformed into Warhead, a super-human fighter.

## Kabuki Jo

A feared medieval Samurai discovered The Ore on the eve of a great battle. Overwhelmed by its power, he slaughtered his men in a rage of fire and fury. Shamed by the destruction he had caused, he became a Kabuki Jo — an outcast determined to master the power that had consumed him.

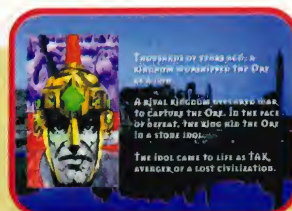


A FEARED MEDIEVAL SAMURAI discovered The Ore on the eve of a great battle. OVERWHELMED BY ITS POWER, HE SLAUGHTERED HIS MEN IN A RAGE OF FIRE AND FURY. SHAMED BY THE DESTRUCTION HE HAD CAUSED, HE BECAME KABUKI JO, AN OUTCAST DETERMINED TO MASTER THE POWER THAT CONSUMED HIM.



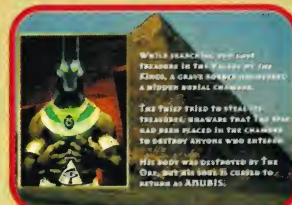
## CY-5

The power of The Ore is timeless. In the year 2096, scientists will implant The Ore into CY-5, an advanced cyborg, unaware that The Ore has life-giving power. CY-5 will kill the scientists. It will conclude that more Ore is needed for greater human consciousness. CY-5 will fight in a ruthless, systematic manner to achieve its goal.



## Tak

Thousands of years ago, a kingdom worshiped The Ore as a god. A rival kingdom declared war on them to capture The Ore. In the face of defeat, the king hid The Ore in a stone idol. The idol came to life as Tak, avenger of a lost civilisation.

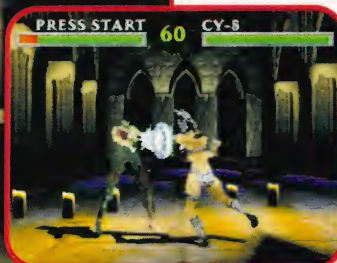


## Anubis

While searching for lost treasure in the Valley of the Kings, a grave robber uncovered a hidden burial chamber. The thief tried to steal its treasures, unaware that The Ore had been placed in the chamber to destroy anyone who entered. His body was destroyed by The Ore, but his soul is cursed to return as Anubis.



▲ Kitchen appliance warrior is really having a rough time of it today!



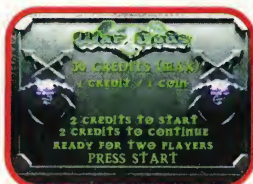
they possess. Voodoo, for example, is an undead corpse with razor sharp nails. His Grab and Slash move rips across the enemy's face with his vicious nails — nasty! Pagan, on the other hand, is a foxy lady dressed up in leather gear. Her most famous move is a flying attack where she wraps her legs around her opponent's head, burying their face in her groin. An interesting one to

watch — especially when she's up against Vallah, the other female contender. Girl on girl action!

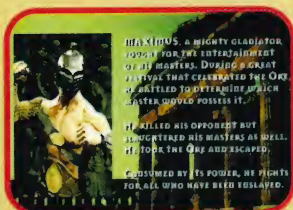
# Arcade Comparisons



Towards the end of 1996 the arcades were buzzing with a new kind of fighting game. It improved on the graphical quality of the so called 3D games already out, games which gave a whole new meaning to the term 'cutting edge,' with their sharp polygon edged characters that looked like they had been in nasty road accidents. *War Gods* was its name. Creators, Midway, had used a new graphic process called Digital Skin Technology to give the characters more realism and included a new button on the machine to give their characters the option to move around in all three dimensions. How does the Nintendo 64 version compare to the arcade original then? Well, take a look at these screenshots. They come direct from the arcade machine and, as you can see, the Nintendo version looks even better, smoothing out the rough edges and creating a far richer appearance. That's 64-bit technology for you.





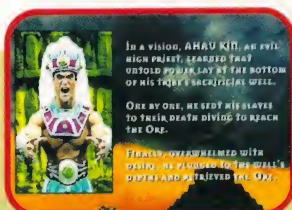
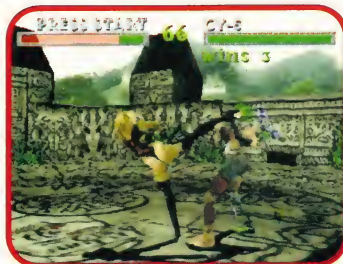


## Maximus

Maximus, a mighty gladiator, fought for the entertainment of his masters. During a great festival that celebrated The Ore, he battled to determine which master would possess it. He killed his opponent, but slaughtered his masters as well. He took The Ore and escaped. Consumed by its power, he fights for all who have been enslaved.

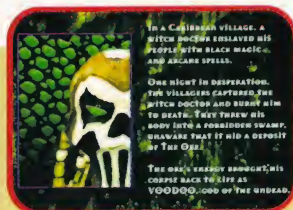


▲ I don't care if he is a god, while I admire his ability to fight against gods whilst wearing a skirt – if he was to come round my house, with that haircut I'd...



## Ahau Kin

In a vision, Ahau Kin, an evil high priest, learned that untold power lay at the bottom of his tribe's sacrificial well. One by one, he sent his slaves to their death diving to reach The Ore. Finally, overwhelmed with desire, he plunged to the well's depths and retrieved The Ore.



## Voodoo

In a Caribbean village, a witch doctor enslaved his people with black magic and arcane spells. One night, in desperation, the villagers captured the witch doctor and burnt him to death. They threw his body into a forbidden swamp, unaware that it hid a deposit of The Ore. The Ore's energy brought his corpse back to life as Voodoo, god of the undead.



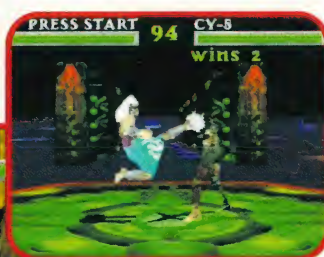
▲ Anubis goes for the neck with an unnecessary projectile attack.

Of course, no fighting game would be complete without a couple of boss characters to aim for too. *War Gods* has a sub-boss, Grox, then an ultimate Overlord for the final battle, named Exor. Grox is a large green blob of a creature, who has no magical special moves but relies on his weight and strength to put players in their place. The Overlord Exor on the other hand is the face of *War Gods* — appearing on the box and in all publicity. This guy has lasers of pure green Ore and can teleport in the blink of an eye. Trust us — defeating him is going to be one tough battle!

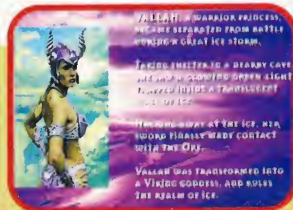
So have we whetted your appetite for this 3D fighting extravaganza? You

may be sick and fed up of 2D fighters, but just forget everything you've learnt about them and be prepared to enter the next fighting dimension.

Many have dismissed *War Gods* as nothing but a test run for the new *Mortal Kombat* — and they could well be right. We think they should look at it this way though — if *Mortal Kombat 4* is half as good as this game, then we're all in for a real treat! **W**

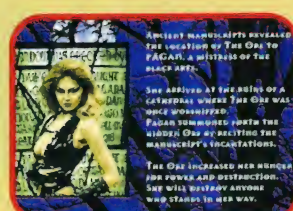


▲ These two shots are from the *War Gods* synchronised flying kick demonstration. Most of the characters have similar moves but also have their own special, individual attacks and combos.



## Vallah

Vallah, a warrior princess, became separated from a battle during a great ice storm. Taking shelter in a nearby cave, she saw a glowing green light trapped inside a translucent wall of ice. Hacking away at the ice, her sword finally made contact with The Ore. Vallah was transformed into a Viking goddess, and rules the realm of ice.



## Pagan

Ancient manuscripts revealed the location of The Ore to Pagan, a mistress of the black arts. She arrived at the ruins of a cathedral where The Ore had once been worshiped. Pagan summoned forth the hidden Ore by reciting the manuscript's incantations. The Ore increased her hunger for power and destruction. She will now destroy anyone who stands in her way.







**Wave Race is undoubtedly one of the best N64 games to date, but are UK players actually getting taken for a ride?**



▲ Standing on a giant ski and bashing across waves sounds dull? You poor fool! One go and you'll be hooked.

**M**any of you will have already rushed out to buy a copy of this on the strength of our US review in issue 1, but we think it's only right that you should be aware of the differences between that and the UK version.

We've also included a special tips section to ensure that you get the very most out of this very special game.

## Wet Shave!

Ever since we got the US version of what I consider to be the best racing game ever in the office, I've found it hard to spend a whole day working without at least

taking one 'Wave Race Break'. As with most things, it's more fun with



a friend but I'm quite happy to spend my break attempting to shave fractions of a second off my best times in the time trial mode. So what makes this game so different from any other?

Well for a start there's the graphics: water has never looked this good in a game before (or even in modern day,

polluted real life!). Spend too long playing this and you'll find yourself reaching for a dry towel in between races — it's that good! The game characters are all superbly animated, especially when you start showing off and performing tricks, and if you get the chance

▲ Splash down! Come in number five — you'll give yourself a gammy ear.



to look, you'll notice that a great deal of effort has been spent on neat little





touches that set this game apart from anything that has gone before. The ducks that fly past you on the first lap of Drake Lake, the fish swimming beneath you as you wait to start, the dolphins and killer whales that occasionally show off in front of you — need I go on?

## Come on, Dive in!

The difficulty curve of the championship mode is spot on, and it's not until you've earned a couple of first places that you'll get to race the bonus and backwards courses. In the easy mode you'll probably find yourself winning races in no time but when you reach the expert championship, you'll need to customise your craft and race quite aggressively to stand a chance of lifting the trophy.

Time trial modes and stunt modes don't normally interest me with this type of game but for some reason I can't help myself with *Wave Race*! I think the main reason for this is that because the waves are actually slightly different every time you play. There's always the chance that they'll be slightly kinder to you than last time — allowing you to take that tricky corner more closely or get extra height on a jump. Never before has a racing game offered this much variety, each and every time you play it — the possibilities are endless!



▲ What happened next? Put it this way, he got to eat a lot of grapes in hospital.

## A Drop in the Ocean?

The question I guess most of you will be asking is whether or not *Wave Race UK* is noticeably different from the US version. Well I'm afraid to say that it most definitely is. Oh no, they haven't actually changed anything or left anything out but as per usual, we in the UK are being made to feel like a quite insignificant drop in the Ocean of gamers compared to the Japanese and Americans. If you've never seen the NTSC version then, to be fair, you're not going to be disappointed with this stunning racer, but for those of us who have it'll be a different experience.

The first thing you'll notice is that the borders have grown, I wouldn't go so far as to say that you're playing the game in widescreen — but it's not far off! After playing for a while you'll forget about the borders as your eyes become accustomed to the black void at top and bottom, but then it

▲ Shaving seconds off your lap times is always fun!



▲ The changing wave conditions make every course a little different each time you play.

happens — you realise that your times on the UK version don't even come close to those you've achieved before. And this is where I'm afraid the UK version of *Wave Race* is going to receive a blemish on its otherwise near perfect report card. We've found that on average, a perfect lap on the UK version will be some 5-10 seconds slower than on a US copy, it might not sound like much but if you've played both you'll know that the lack of speed is quite noticeable. The clock runs at exactly the same speed but the game doesn't come close I'm afraid. If our tiny little island really has to wait extra months for games, then why isn't this time used to get the game running at full speed. Come on Nintendo! I'm sure you could manage it if you bothered to try!

▲ Forget Free Willy — the only way to get close to some watery mammals in your own home is dolphin riding!

## Verdict

Name:	Wave Race 64
Publisher:	Nintendo
Developer:	Nintendo
Players:	1 or 2
Price:	£59.99
Released:	Out Now
Game Type:	Racing
Version:	UK

## graphics

Still superb, but loses 2% for UK border growth!

90

## sound

Great watery FX and some truly top tunes.

87

## playability

Still good — but the US version's far faster.

89

## overall

96 - 4

92



# Course Guides

## Sunny Beach

The sun's shining and you've got a crowd to cheer you on — what could be better?



If you use this course to practice on in time trial mode, you should soon learn the best ways to take corners when trying to shave off hundredths of a second. The course doesn't really change that considerably for the harder level, although the extra mines can catch you out if you're not careful. Experiment with different craft settings on this level, to find those that suit you best. There isn't much that can go wrong on this level, so it could be your custom settings that make all the difference. Don't forget your sun tan lotion and Lilo for after the race!

### Normal

The easiest course in the game, nothing more than an oval with a few slalom gates to pass through. To shave extra seconds of your top times, try to keep in a straight line when passing through the gates on the main straight before the finish.

### Hard

Some of the slalom gates have become tighter, which means that it's no longer possible to pass through them in a straight line. There are also two mines about half way down the final straight but you'll normally avoid these, in the course of turning for the next gate. The last turn before the finish has

become slightly steeper, so watch out — you'll need to turn in a bit earlier.

### Expert

A few more mines have been added to the two on the hard course. You'll normally jump over these with a little help from a wave but you should make an effort to pass between them, in case the wave doesn't appear. The gates on the final turn are now incredibly tight and require you to turn very quickly. On the last lap it's normally a bit quicker to ignore the final gate (if you still have that option) and go straight on for the finish.

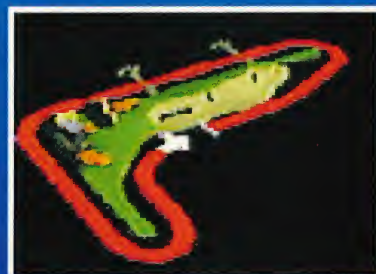






# Sunset Bay

**Fairly straight  
Forward course,  
with the sun  
setting as you  
race. Rah...**



This excellent course is probably the office favourite — not only does it have some very interesting waves but its ramp and straights provide an ideal opportunity to show off with tricks, when you're far out in front! Keep an eye out for the killer whale who occasionally puts in an appearance on the home straight, all we need now is for someone to find the cheat that allows you to ride on it. Wouldn't fancy getting that one through a stunt ring!

## ■ Normal


A great course, which will see you really learning to use the waves to your advantage. Whenever you find yourself jumping over a wave or ramp, turn in the air to face the direction you need to go when you land. Once you've learned the quickest routes through the corners, you should find yourself leaving the opposition in your wake. As with the last course, you can cut out the very last gate to save a little time.

## ■ Hard

An extra gate on the main straight makes turning into the next corner much harder and a mass of mines almost rules out the option of cutting out the final gate. Other than that, the only real difference between this and the normal course is that the gates before and after the ramp are a little closer together, so line up your jump before it's too late.

## ■ Expert

The extra gates and new positions of existing ones, make this course a lot tougher than the hard one. The most noticeable of these are the ramp gates, which are now positioned in such a way that you have to hit the jump at an angle to pass through them both. The straight after this has also become a lot more tricky and

you'll need to really use the high waves to your advantage if you're going to make it safely through all of the gates. 



# Drake Lake

**IF anyone manages to grab one of the passing ducks, let us know — we tried for hours with no success!**

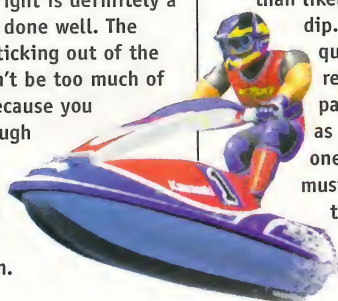


The mist on this level can make it a little difficult to see the markers ahead, but when it clears you'll be treated to some reflections in the water that'll make you glad you got your N64! This course is one of those that gets a LOT harder as you move up through the difficulty levels. The main thing is to work out a satisfactory route and then stick to it wherever possible. Don't try to take the shortcut across the small island — it'll actually slow you down considerably.



## Normal

The mist, which obscures your view on the first couple of laps, can make this difficult on your first few goes, but once you've played it a few times you'll hardly even notice it. After the first slalom you need to take a hard left, before going around the island. The route to the left of the island is a bit easier but going to the right is definitely a bit quicker if done well. The small posts sticking out of the water shouldn't be too much of a problem, because you can pass through the gates without really getting caught in amongst them.

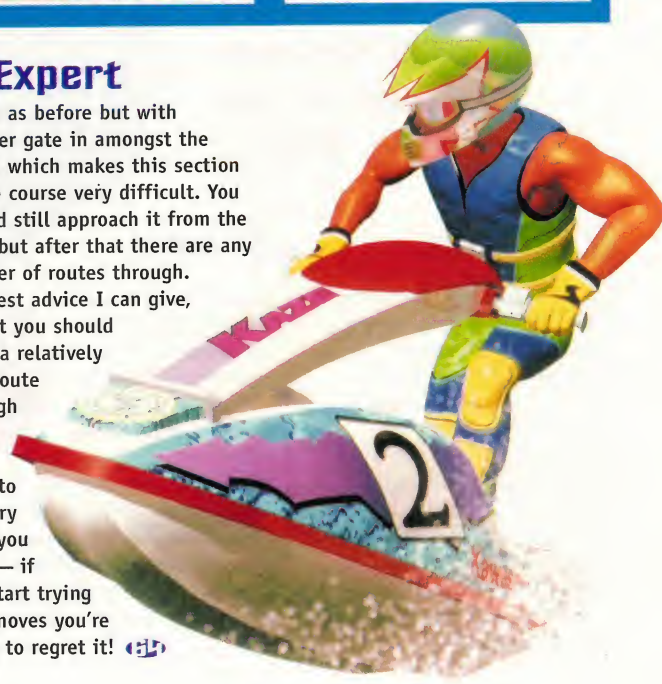


## Hard

The addition of a gate, in amongst the posts at the end of the lap, is your main worry here. The best way to pass through this without falling off, is to approach the post area from the right and then take a straight line through them. As soon as you start trying to turn while you're amongst them, you'll more than likely end up taking a dip. The five gates in quick succession are relatively easy to pass through, as long as you turn into each one quite early — you must allow for the fact that you're still turning out of the last one.

## Expert

Same as before but with another gate in amongst the posts, which makes this section of the course very difficult. You should still approach it from the right but after that there are any number of routes through. The best advice I can give, is that you should learn a relatively safe route through and then stick to it every time you play — if you start trying new moves you're going to regret it!







# Marine Fortress

**Wild waves and several tricky obstacles make this one a tall order for the raw beginner.**

## ■ Normal

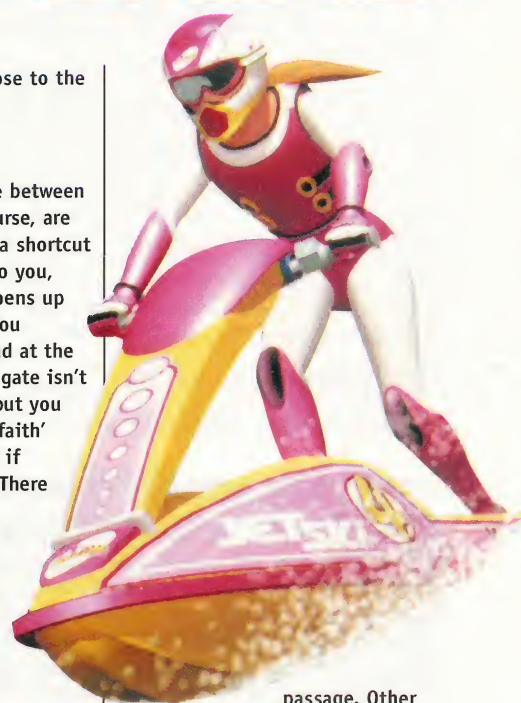
Just after the start line there is a wall directly in front of you. This can be cleared easily if the waves are on your side but if you fail to catch one, you'll end up going right into it and falling off. The first two right hand corners need to be taken quite tight, so that you can pass through the gates, but be careful



not to take them so close to the wall that you hit it!

## ■ Hard

The only real difference between this and the normal course, are that on the second lap a shortcut will become available to you, whereby a large gate opens up as you approach it. If you happen to be in the lead at the time, it'll look like the gate isn't going to open in time but you have to take a 'leap of faith' and head straight for it if you're to stay in front. There are a few more boxes floating around on this course as well, so you need to be on the look out for them.



## ■ Expert

Lots more boxes, including a couple down the shortcut

passage. Other than that, it's no different to the hard course.

The hardest thing about this course, is trying to judge whether or not you're going to catch the first big wave in time to jump over the barrier. It's a lot safer to take the long way round but if you catch the wave just right, you'll find yourself wishing you had a parachute!





# Port Blue



**Not sure where the 'Blue' comes from, but this course is good for beginners and experts alike.**

## Normal

This is the first time you'll encounter the narrow tunnels. They're straight, so as long as your approach is good they shouldn't cause you any problems. Watch out for the oil drums floating in the area between the two tunnels — there are only a few of them but it's all too easy to get caught



out. The ramps at the end of the course are best avoided if

you're in a race, because although they look good, they actually slow you down quite a lot.

normally go through but it is incredibly twisty, to the extent that it should only be attempted by people whose craft can turn very sharply.

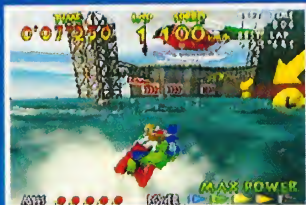
## Expert

The shortcut is no longer optional — it's the only way to go, since the normal route has been closed off. The other difference with the expert course is that the ramps can't be avoided anymore, because they cover the entire width of the course. Try to approach them in such a way that you don't have to make a sharp turn upon landing, because this will take longer and make it more difficult to pass through the gates on the way to the finish line. (15)

## Hard

The few gates that have been added this time around, don't really make that much difference. The main feature of this course is that a shortcut tunnel is now accessible, just to the right of the first tunnel. This cuts out the area between the two tunnels you would

To take the shortcut shown below (compulsory on expert level) you'll probably need to play around with your custom settings — most of the craft will only get round the tight turns by using the walls! A high grip setting is a good idea, because otherwise some of the tight corners will send you into the water. Try not to go mad on the jumps at the end of the circuit, because you'll be amazed at just how much time you can lose by doing a stunt, or even just taking the wrong racing line. Some of the markers are very far apart, so be especially careful not to miss any of them, because it'll take longer for you to get back up to 'Maximum Power'.







**A superb, varied course, which is different every lap and has great shortcuts!**

On the first lap, you have the opportunity to take this slightly unorthodox shortcut. Aim roughly for the middle of the ramp and then go for a submarine trick. On the following laps you won't be able to use the ramp but can take the same route, simply by going under the pier. Some of the trickiest waves in the game, along with the shipwreck and tidal effects, make this the best course by far!

# Southern Island



## Normal

Probably the best course in the game, because of the way the tide goes out during the race, which makes every lap different. On the first lap there's a superb shortcut, for those of you who are brave enough to attempt it. Just after the small poles sticking out of the water, you'll see a large ramp. If you go up the middle of this and then perform a submarine stunt, you can go under the pier and cut out a section of the course. The tide will have gone out by the time you reach this again, meaning that you can't get onto the ramp. Don't worry though, because the pier is now out of the water

which means you can pass underneath it without having to do any stunts. The gate off to the right can be ignored, because even though you're miles away from it, you're still passing it on the correct side. As the tide goes out even further on the last lap, you'll find that some of the gates are very close to the shore — all you can do really is try to avoid getting beached, although this is sometimes a lot more difficult than it sounds.

## Hard

The waves get a lot bigger now, which can make certain areas of the course much more difficult,

namely the jumps. Lining up the jump over the ship and then going through the gates on the other side is quite difficult but can be done successfully, if you concentrate on staying in a straight line.

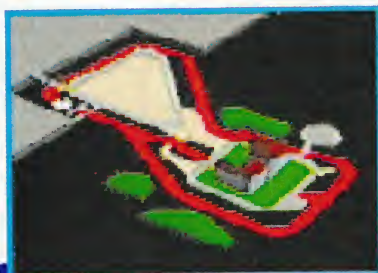
## Expert

With the gates coming closer together, this turns into quite a difficult course but if you've got the hang of dealing with the large waves this shouldn't really trouble you any more than the hard level. Besides, if you've managed to reach this course on the expert level you're probably more than capable of staying on your craft by now.



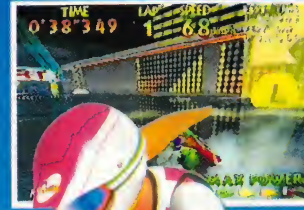
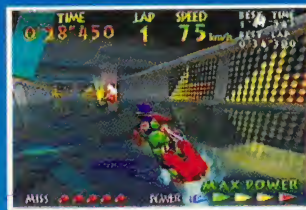


# Twilight City



This course is a poser's heaven, plenty of opportunities for tricks and an amazing setting. Be sure to use the first ramp as a shortcut on advanced mode, but check to see if your craft is powerful enough to make it in an Expert race. Notice that the jumps actually have 'Jump' written on them — that's useful!

**An unlikely but nevertheless superb bonus course!**



## Hard

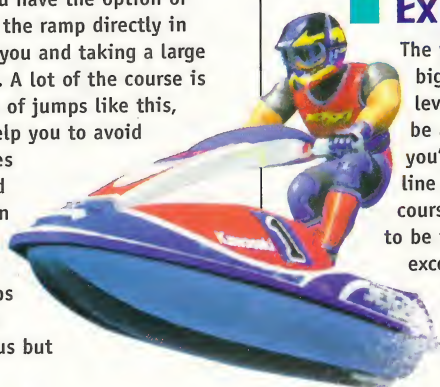
This narrow course is unlike any other, in terms of its setting and style of racing. As soon as you start, you have the option of jumping the ramp directly in front of you and taking a large shortcut. A lot of the course is made up of jumps like this, which help you to avoid the mines scattered around in places. Missing the ramps isn't too disastrous but

will often slow you down enough for one of your opponents to catch up.

## Expert

The waves are a lot bigger on this level, which can be a problem when you're trying to line up a jump. The course layout seems to be the same, except that the first ramp has been moved further from

the wall, meaning that you won't be able to clear it unless your craft has a very high top speed. If you don't make it the first time, don't bother trying again — it's better to take the normal route than to end up crashing into the wall.







**Top up your  
anti-freeze and  
get your  
thermals on!  
You're about to  
Find out why  
this is primarily  
a 'Fair weather'  
sport!**

# Glacier Coast

## Expert

If you've managed to qualify for this course, then you're obviously pretty good on your jet ski. This is quite different to all of the other courses, in that its obstacles are unlike any you've encountered before. At the end of the first straight is a sloping

piece of ice, which you should go to one side of to take the right hander. Going left is easiest but takes a little longer. At the end of the narrow passage is a wide area, just before you go onto the sheet of ice. Keep left here and then turn right before you go onto the ice. Once you're on there you won't be able to turn, so you need to line up your approach so that you make it through the gate at the end. The small icebergs shatter when you hit them but still knock you off your craft if you're travelling at any kind of speed. (H)



If you enjoy playing in the snow in the winter, then you'll love this 'Experts only' course. It's got huge ramps, plenty of obstacles and a couple of nice long straights. In the stunt mode you can apparently get a triple flip off the biggest ramp — although you'll need to use the fastest jetski in the game to stand a chance. Let us know if you do it, because we'd love to know how many points it scores.

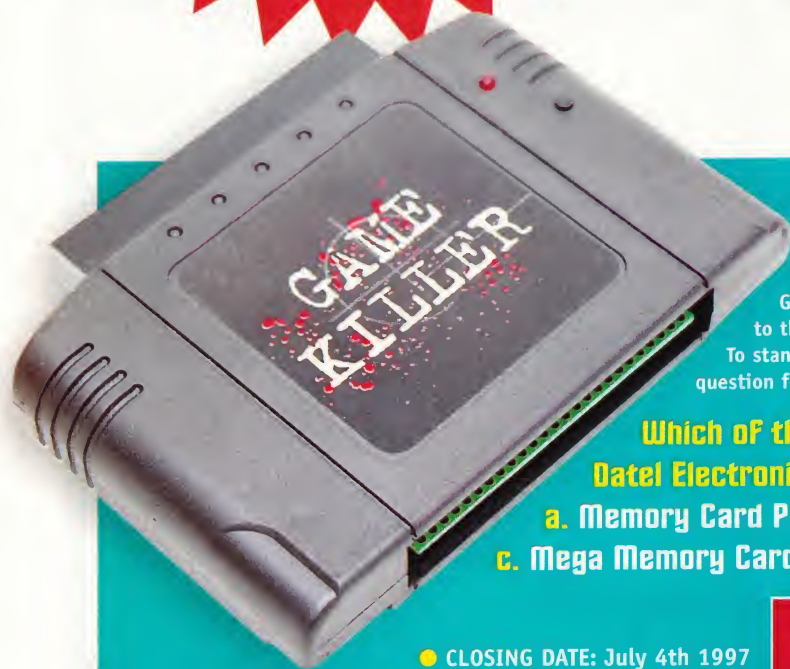




# Dream Date 1 with Total 64

**Win!**

Over  
**£300**  
of Datel  
Goodies!



**A**fter the great response our 'To buy or not to buy?' section got last issue, we've decided to give you the chance to win some of the top peripherals that were featured. So, courtesy of Datel Electronics Ltd, we've got five Game Killers and five Multi Coloured Mega Memory Cards to award to the (you've guessed it) five lucky winners.

To stand a chance of winning, all you need to do is answer the following question for us:

**Which of these is NOT an N64 accessory made by Datel Electronics?**

- a. Memory Card Plus
- b. Game Killer
- c. Mega Memory Card
- d. Happy Happy Joy Pack

● CLOSING DATE: July 4th 1997

**Competition Rules:**

Entries can also be submitted by email to [total64@rapide.co.uk](mailto:total64@rapide.co.uk). Employees of Rapide Publishing and participating companies are forbidden from entering. The closing date for entries is July 4th 1997 — the editor's decision is final and no correspondence will be entered into.

**All entries should be on the back of a postcard, sealed down envelope or, as most of you seem to prefer, a huge piece of card that's too big to even fit in our cupboard!**

**The address for entries is :**

**Game Killer Comp, Total 64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, EX4 4EP.**



# Total 64- The Truth

'Honesty is the best policy' — that's the TOTAL 64 motto... well, it is today anyway. So we're sure now you'll have nothing but respect for our candour when we slate the game you've been waiting for. Still, if it helps, we'd best explain the method to our madness.

To make sure that our scores don't mislead you in any way, we've decided to explain more or less what you can expect from a game, depending on the overall score it's awarded in our review.

The scores at the end of each review tend to reflect the opinions of the main reviewer in each case, so be sure to read the second opinions from other reviewers which might be very different. Maybe in time you'll find a particular reviewer whose taste in games is very similar to your own!

## Picks of the Bunch

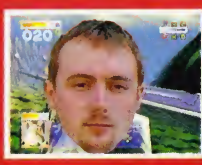
Plenty of changes since last month, mainly due to the arrival of *Starfox 64* which has seen many of us 'working late' for a few weeks now. If you'd like your top 5 games to appear alongside those of the TOTAL 64 team then send us a photo of yourself along with your nominations and we'll print one or two every month.

So who likes what in the TOTAL 64 camp?



**Chris 'He shoots, he scores!' Marke**

- (N) 1. ISS Soccer 64
  - (N) 2. Starfox 64
  - (2) 3. Doom 64
  - (3) 4. Wave Race 64
  - (4) 5. Mario Kart 64
- Red Card:**  
Cruis'n USA



**Justin 'Hello — it's me!' Calvert**

- (N) 1. Starfox 64
  - (1) 2. Wave Race 64
  - (-) 3. Doom 64
  - (2) 4. Mario 64
  - (N) 5. ISS Soccer 64
- Bye Then!** Shadows of the Empire



**Nick 'First to vomit' Jones**

- (N) 1. Starfox 64
  - (3) 2. Doom 64
  - (N) 3. ISS Soccer 64
  - (N) 4. Mario Kart
  - (-) 5. Turok: Dinosaur Hunter
- Sick Joke:** War Gods



**Miles 'Outta Gas' Guttery**

- (N) 1. ISS Soccer 64
  - (N) 2. Starfox 64
  - (2) 3. Mario 64
  - (3) 4. Pilotwings 64
  - (-) 5. Wave Race 64
- Donnington Security:** Shadows of the Empire



**Mark 'Leather clad' Ayshford**

- (N) 1. Starfox 64
- 2. Turok: Dinosaur Hunter
- (S) 2. Doom 64
- (N) 3. Wave Race 64
- 4. Pilot Wings 64

**Squits:** Cruis'n USA

## 91-100%

These are the cream of the crop — any N64 owner

that doesn't own at least one of these doesn't yet realise the power of their own console! In future issues, games this good will receive a special TOTAL 64 award — your guarantee of excellence!

## 81-90%

Now we're getting somewhere! These games are the reason you bought your N64 — they're

playable, they look good and you're not going to be bored of them in a few weeks. The only reason these won't have scored higher will be because there's another similar game that we prefer, or because the game just lacks that 'special something' that separates an extremely good game from the games that no N64 owner should be without.

## 71-80%

Bit of a 'sitting on the fence' score to be honest. It's likely that games in this category will have had us

all thrashing out our opinions in a heated discussion. Differences of opinion in the team are good for our reviews, but are also going to mean that some of you will like it, some of you won't.

## 61-70%

A game falling into this category is probably best avoided. The game might have some redeeming

features — or one of the reviewers really likes it — but for the most part these games are going to be an acquired taste at best. A definite game to 'try before you buy'.

## 41-60%

We've had a couple of games fall into this category, which hopefully none of you will have

been foolish enough to buy. These games might look nice on the box but will have you considering suicide half an hour after you parted with your hard-earned cash to get them. If you really like the look of them then check out our second opinions — but it's most likely that we'll have agreed on a score this bad.

## 21-40%

These games however, might make it into the shops at some point. None of the games we've

reviewed yet have been bad enough to receive this low a score, which when you consider *St. Andrews Golf* and *Cruis'n USA*, should make you realise just how bad a game needs to be to fall into this category.

## 0-20%

If a game this bad is ever released, then questions will definitely need to be asked about Nintendo's quality

control. To be honest you're unlikely to EVER see a game getting a percentage this low — unless some bright spark in Japan decides to release a compilation of their favourite ZX81 classics.



# StarF





# OX 64

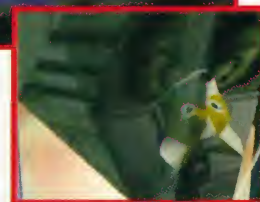
IF you've ever played *Starwing* on the SNES you'll know why we've been getting so worked up about the release of *Star Fox 64*. The N64 version looks like being every bit as ground breaking as the original...







▲ A close shave for the Foxy one as big orange lasers zap past... tschwoooooh!



did we know at the time that this was a sign of things to come — now you can't even eat a plate of chips without a fly falling in your ketchup (a polygon based game coming along).

But having said all that, *StarFox* will also be remembered for its classic arcade shooting action, the variety in the level design

▲ Wow! Look at the detail when you get close up to the cockpit. You can even see Fox's little nose twitch and his little eyes wink at you (this is not true).



▲ After a hard day's shooting, there's nothing like a spot of showing off — cruising under dangerously low bridges is always a winner with the ladies.

In its relatively short life the N64 has had its fair share of classic games.

And while only a few have been genuinely original titles, Nintendo have been happy to release updates of its famous SNES games — albeit with a '64' tagged on the end. We've had *Pilotwings 64*, *Mario Kart 64*, *Super Mario 64* and still to come are *Zelda 64* and *Yoshi's Island 64*. This has been no cash in, all of these games (so far) have taken advantage of the N64's awesome power and metamorphosed into the beautiful butterflies that their caterpillar SNES incarnations promised. And now it's the turn of *StarFox* to be given the '64' treatment, will it be a beautiful butterfly or a nasty smelly beetle? Read on to find out...

When *StarFox* (aka *Starwing* in the UK and Europe) first appeared on the

SNES back in 1992 it caused quite a storm. It wasn't revolutionary in its gameplay, nor did it have an original setting or storyline, it was the fact that this was the first time that a console had successfully used polygons for a game. It was just unthinkable at the time that a mere 16-bit machine (which had been primarily designed for 2D games) would be capable of the maths needed to run such a game. And were those graphics any good? Well, yes they were — thank you very much. Maybe they were a little slow compared to today's 64-bit heaven, but there were mountains and skyscrapers and huge alien spaceships all drawn in real-time and all looking very real as well. It was impressive back then, OK? Little







## Fox McCloud

The main man. He's still the hero of the game, and the best starpilot in the galaxy.

## Falco

A good pilot but has ideas above his station. Has an enormous ego and won't thank you for any help.



## Peppy

A rabbit in a long coat doesn't sound like the ideal wingman, but as it happens he's a damn good fighter. Guaranteed to keep those bogeys off your six!



## Slippy

The frog is more trouble than he's worth – he's always in trouble and you're constantly helping him out. Should have stayed in his pond!



## Nus

This guy is your life line to the Greatfox, your eye in the sky. If you're in trouble, then he'll send down a helpful package.



## General Pepper

Fox's old friend, who is now a General back on Corneria. It's his job to give you a medal when you get back. Great!



incredibly frustrating — it was the kind of environment where you really wanted to be able to explore and you couldn't, because those arrows were very sharp and very persistent, but I suppose this was all down to the limitations of the

hardware and we should be grateful to the nice Mr. Nintendo for being gracious enough to give us this most wonderful game in the first place.

Anyway, that's enough chitter chatter about past glories on an old console, it's time to talk about the new *StarFox* and ask this pertinent question: is it as revolutionary the second time round?

Well in a word, no, and in two words, no way. But wait, that doesn't mean that this is a bad game, it's just that we have all been impressed by nice polygons before and they are nothing new now. What this game does well — and really does so unbelievably well that it hurts — is take the original concept, iron out a few little creases, sew on some shiny buttons, let the trousers out and voila, you have one of the most addictive and jaw droppingly beautiful games ever! And that is not an overstatement — the screenshots you see here do not do the game any justice at all, you HAVE to see it move to believe it! The story for the game is plain and simple, almost classic, sci-fi

and for its amazingly cinematic atmosphere. It was the first game I ever played where it actually felt like you were taking part in a film and a game at the same time. Okay, the game borrowed heavily from the Star Wars films, but this isn't necessarily a bad thing, right?

That said, *StarFox* was not without its faults as well. The game was over far too quickly (there were only about twenty levels and these were easy) and the levels were basically linear, ie. you couldn't fly too far left or right without being directed back towards the action by big pointy arrows. This was



▲ It's a frog flying a spaceship and he's out for blood. Shame he's a useless boggle-eyed fool!



## Justin's Comment

I was never a great fan of the original *Starwing* on the SHES, but I have to admit that my pink is rather tickled by this spiffing update. Although the game does have it's faults — it's a shame that there is no two player co-operative mode — I can forgive and forget when I'm locked in combat with what seems like a thousand enemy spaceships. The graphics and sound are superlative and the level design is inventive and intelligent but for me the icing on the cake is the four player battle mode, which even beats *Mario Kart* for sheer adrenaline pumping action. If I were you, then I would be quite sad because I wouldn't own a copy of this marvellous game! You need to buy it now or tears will fall from your little eyes.



## James' Comment

As a showcase for the N64's obvious graphical power *Star Fox* is definitely the fella, making this the game to show off to the ladies. Yet as with Foxy's first foray into the gaming world, the SNES's *Star Wing*, this is another text book example of all flashy trousers with no gameplay. At its heart *Star Fox 64* is still a case of moving the target and blasting, which is great for a couple of levels but you soon want more. It would seem that Nintendo have ignored the means concerning the linear nature of the original and have kept the action on rails, boo! Could have been a tonner but is little more than eye candy.



▲ Turn left at the broccoli then straight through the giant hexagonal hoop. Great directions, boss...

scenario type stuff. You are Fox McCloud, ace pilot and leader of the *Star Fox* team. Your home planet of Corneria has been attacked by an evil dictator-type person and you must rush to the rescue and take on and defeat the enemy forces, all without thought of personal injury or whether you've left the chip pan on the stove.

To aid you on your quest you have the help of your trusted friends and fellow battle hardened warriors: a frog, a rabbit and a moody blue bird. Okay, okay, this is a computer game after all — and a Nintendo one at that. I'm sure it has

something to do with an alternative dimension. Or something. Anyway, you have to defeat the enemy on each level, starting on Corneria and working your way up to the bad guy's planet, where you get to wipe that evil smile right off his ugly unshaven face and then get home in time for a nice cup of tea and some biscuits.

Alright, enough about the story, let's talk shop. I'll start by telling you about the fact that the '64' version of this game isn't that far removed from its SNES counterpart. In fact it's 'not far removed' in the same way that a Stealth Bomber is 'not far removed' from a Spitfire. The gameplay is basically the same, or at least very similar, ie. the majority of the levels are linear affairs (and those accursed pointy arrows are back as well) where you must survive to the end, picking up various power-ups en route, where you will encounter, and have to defeat, the level boss. However, Nintendo have obviously listened to the critics to some degree and have incorporated more interactivity into some of the levels, whereby you will come to a 'fork in the road' and have to choose which route to take through the level. This is not a



▲ The spaceship's extravagantly pointy wings have been modelled on Foxy fighter's ears! True or False, kids? True!



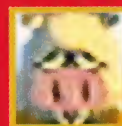
## The Bad Guys

### StarWolf and his renegades

This bunch of characters regularly show up to hinder Fox's plans. Led by the infamous one-eyed Wolf they are more than a match for any of your team.



Wolf



Pig



Lizard

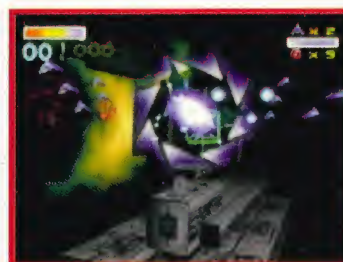


Butt-Monkey



Andross

The main bad guy. He's the naughty monkey who wants to invade Corneria. Stop him at all costs!



▲ Look out for the Giant Blue Chopsticks of Doom! One degree too close and you'll end up as egg fried fox. Nasty.





▼ With their pointed tongues and scary orange ears, the bad guys are pretty mean looking — don'tcha think?



▲ If you want to beat the boss men, you've gotta shoot 'em in the vulnerables.

great enhancement but it does mean that you will come back and play the level again to see what was down the other 'path'. The biggest change to the gameplay, however, is the inclusion of 'three dimensional' battle arenas into the game. By that I mean that you have complete freedom of movement over a certain area and this is where the game can be at its most enjoyable.

Imagine being embroiled in a massive dogfight with fifty or so alien spacecraft, having to answer the calls of help from your friends AND have to destroy some kind of power generator at the same time. This can be a very intense experience. But wait, there is more. There is so much more...

There are various routes that you can take through the game to get to the end of game boss. There are sixteen or so levels (not including secrets) — now this may not sound like a lot, but the game is structured so that in order for you to get to them, you must either score highly or do something that alters the game's 'storyline'. For example, in one level it is your job to protect an outpost on one of the planets friendly to your cause. When you first arrive everything seems straightforward enough — the



enemy are not exactly difficult to shoot down. But then the evil Wolf and his band of renegades all turn up, and these guys are much harder to kill. If

you manage to defeat them then the planet is saved and you will progress via a different route on the map, albeit a more challenging one.

If, however, you do not defeat Wolf and his men then it isn't game over, it means that you will take the more

ordinary path. This is a great idea, one that will keep

▲ The snobby birdbrain can be a bit of a drag but his fighting skills make him a fine friend indeed when you're in a nasty scrape.

you coming back to this time after time, because — apart from the challenge — it is always worth it just to see the increasingly amazing graphics.

The graphics are so good that I would buy this game for that reason alone. No joke. You might be looking around the page right now, thinking, 'Yeah, they're alright', but let me tell you, you've seen nothing until you see them move. And boy, does this game move well. Everything is just so smooth and has such a solid feel to it. It looks better than REAL LIFE. Hmmm, real life, I remember what that is...

Anyway, what you get is this: space battles with hundreds of ships on the screen at the same time,







▼ The game takes you to exciting places like outer space. Out of sight, man!



▼ Not content with flying around in his fancy Arwing, Fox has two more vehicles to play with. A one-man submarine and this rather splendid tank.



the sand behind you. The tank, I almost forgot to tell you about the tank. Some of the levels take place on land in a tank, with your friends giving you air support.

These are certainly among the most graphically accomplished levels in the game, with you travelling right through great canyons, surrounded by a convincing sand/haze type effect. This game is just about the best looking game in history. Ever.

As for control of the vehicles, this is done via the analogue joystick and works extremely well, enabling you to fine tune your crosshairs with the smallest of movements. Also, some new moves have been added to the N64 version that weren't in the SNES. Apart from the 'roll' move — which by pressing on the right shoulder button or trigger button twice in quick succession, makes your Arwing flip over — you have two 'loop' moves to play with. These are simply executed by pulling back on the joystick and pressing the boost button

▲ The foxy one — just don't mention gin traps...



huge meteorites tumbling through space (I caught myself ducking out of the way of these) and massive boss characters, all superbly animated. The boss on the second level even taunts you by giving you a 'come on then' gesture with his robotic hand. But there is more: the designers have paid great attention to even the smallest details — like when you fly near the surface of the water, it ripples and forms waves where your wing-tips are and when you shoot a building or into the snow, a small trail of laser burns is left behind. Plus, when you're in the tank you leave a trail of track marks in

or the brake button. The first is a complete loop-the-loop, good to use if you have an enemy fighter attacking you from behind. The second 'loop' move causes you to do a 180 degree turn and is rarely used in the one player game, indeed you cannot use it on the linear levels. However, it comes into its own when you are fighting your mates...

Yes, that's right, *Starfox 64* comes complete with own four player battle mode and if played with four friends it can provide you with an astonishingly intense experience. In fact this is the

## Miles' comment

The latest SNES classic to get the N64 treatment is here and it's just as good as we'd hoped it would be. The tank, submarine and open levels add a large dollop of much-needed variety and the overall effect is quite stunning. Graphically *Starfox 64* is the biz but it's the multiplayer option that makes it. Admittedly the small quarter screen viewing windows take some getting used to but it makes for some wicked four player battles. The only real disappointment is that it would've been nice to have two players with half a screen each. But I guess that's just being picky. Ultimately it's still a fairly basic shoot-'em-up but if you liked the SNES version you're definitely going to love this one.

## Vehicles



### Arwing

Your team's ship and what you use for most of the game. Being highly manoeuvrable and with the ability to upgrade its weapons, this is an awesome fighting machine capable of defeating anything the enemy throw at you.



### Landmaster

Throughout the game you will be required to climb into your tank for a ground assault on the enemy. You will usually be given air support by your friends — but this is a tough vehicle over any terrain.



### The GreatFox

The command ship piloted by NUS. Stays in orbit or follows you while you take on the enemy. Can lend a hand if you are in dire straits.





▲ The Arwing banks and rolls, loops the loop and makes lots of funky noises like: uvzzziioooowwnnnn!



feel of the game. The sound is cool too, you get loads of banter over the radio from your friends and taunting from your enemies (though admittedly I was playing the Japanese version of the game so I haven't got a single clue what they were on about, but it sounded funky anyway).

The music is great, giving the whole experience a cinematic feel to it.

But it has a lot more to offer than just flashy graphics and noises. The levels are long and varied and the difficulty level is set in such a way that you are never frustrated; the game will let you get a little bit further everytime you play it.

I can't recommend this game any more highly — this is one of the best reasons for why you bought your N64 in the first place! And if you've got three mates and the extra joypads, then *Starfox64* is a must buy! **NICK**

## Good Vibrations?

*StarFox 64* is the first game to be released that can be used with the 'Jolt Pack'. If you don't know what that is then let me explain: it's a small device that slots into the memory card slot on the joypad. The idea is that when your ship gets hit or you use the boost, then the Jolt Pack vibrates accordingly. This seemed like a good idea at first but after a few hours play, the novelty wears off and you don't even notice the vibrations. The pack comes bundled with *StarFox* if you buy it in Japan and extra packs will cost around £7. But if you live in the UK then a Jolt Pack is rumoured to be sold at the expensive — nay, extortionate sum of £20. And at that price, Nintendo know where they can stick them!

Okay — so I had been playing for five hours non-stop!

This is an incredibly polished title, which really shows off what your N64 can do graphically. In fact this is the sort of game you show to your mates when trying to convince them to buy one. Try to imagine a Manga cartoon crossed with a Godzilla movie, crossed with Independence Day, crossed with Disney and you'll get some idea of the



feature that makes this title a must-have game in anyone's book. The only comparison I can think of is with *Mario Kart* battle mode, which is on a similar par to this for sheer fun. Even when four people are playing there is barely any slowdown. The only fault is that you only get a choice of two arenas to fight in, but this hardly seems worth mentioning, as you don't notice the scenery when you're playing! But I do advise playing it on a fairly large screen TV, because I experienced some serious eye-strain after playing on a 14-inch monitor.



## Verdict

Name:	Starfox 64
Publisher:	Nintendo
Developer:	In-house
Players:	1-4
Price:	TBA
Released:	TBA
Game Type:	Shoot 'em up
Version:	Japanese

## graphics

Out of this world.  
The best yet seen on N64!

95

## sound

Great soundtrack and effects add a cinematic feel.

89

## playability

I can't put it down — it's as good as that!

97

## overall

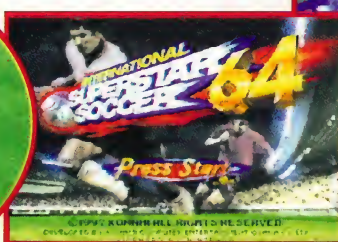
96





# International Superstar

The greatest Football game in the world, ever. That's *International Superstar Soccer 64*



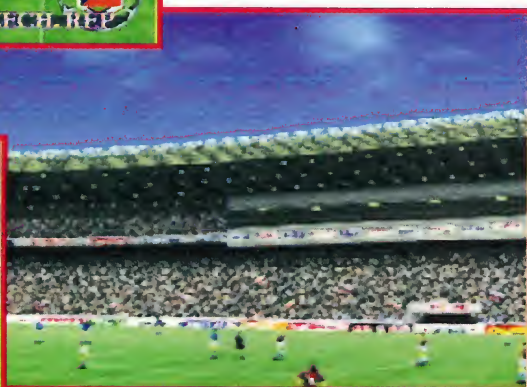
**E**lumnness abounds this morning with the news that Manchester United have won the Premiership yet again. Why, oh why, oh why? It's got nothing to do with sour grapes (honest) or the fact that once again my own team have proved themselves the perennial under-achievers of English football. At the end of the day

it's all a load of old bunnies. I refuse to let it get me down. I will not have my emotions toyed with like this! I... I... blubber, sob... sniff...

Ahem. Sorry about that. Must have got something in my eye — or is it simply the inexplicable passion and fierce

loyalty that goes along with the greatest game in the world? Unfortunately if the title's won and relegation issues all but decided, it means one terrible, depressing thing. No more football for TWO MONTHS — Aargh!

It's not so bad. There's always Neighbours... eek! Delirium's setting in already. So what's the alternative? Simple, folks — *International Superstar Soccer 64*. It's a big mound of football fun with jumbo fries and the world's biggest, most succulent cheeseburger dripping relish all over the 18 yard



▲ The sky is blue, the stands are packed. Let's hope the football can rises to the occasion.





▼ Too much arm waving and not enough leg work boys – come on!



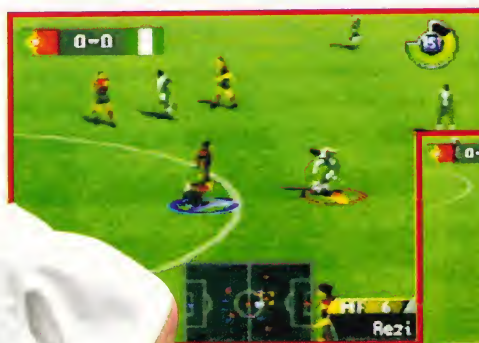
▲ Portugal against Nigeria – that's a mouth-watering prospect and no mistake, eh? Anyone fancy a cuppa?

# Soccer 64

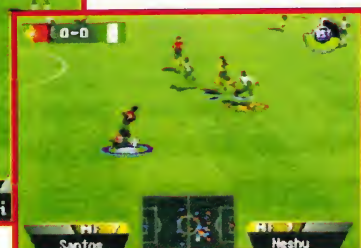


box. The great thing about footy games is you're never quite ready for the next step. Every time

a new benchmark release hits the shelves, everyone immediately jumps on the bandwagon claiming it doesn't get any better than this. Far be it from me, the Lone Ranger of the games reviewing world, to bow to such conformity, but it don't get any better than this, folks! They said it about *Matchday* on the Spectrum. They said it about *Kick Off* on the Amiga. They said it about *FIFA* on the Mega Drive and *Sensible Soccer* on just about every system going. They were



▼ Will he pass or will he shoot. Knowing the Total 64 boys he's bound to go for glory

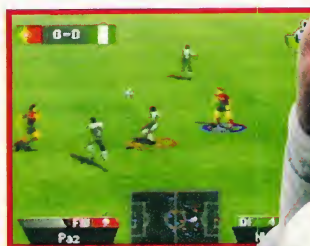


all proved wrong and now I'm taking the opportunity to ignore the lessons of the past and say it once again.

The question of what makes a good football game is a tricky one to answer. Spectacular moves and stunning goals might sound like a good idea but they didn't save *FIFA* from the doldrums of unplayability. How about super smooth player animation, motion captured from real Premiership players? Looks very nice but didn't stop Gremlin's *Actua Soccer* on the PlayStation being slow and fiddly. *Sensible Soccer*

## Justin's Comment

After playing *J-League* for several weeks I was obviously looking forward to a version where I could understand the commentary – and I'm not disappointed! Playing the best footie game ever was good in Japanese, but in English it's a hundred times better (although our ratings can't reflect this for numerical reasons). I can't recommend this game enough – and even if you hate football this is worth a look, it really could change your life forever!



▲ It just needs someone to put their foot on the ball and start controlling the game!







▼ A spot of synchronised disco dancing helps to keep the crowd interested in yet another dull and goal-less bore-draw. Yawn!



▲ As Alan Hansen might say, 'launch it!'



▲ That'll be the keeper's. Thanks very much!



proved you don't need flashy graphics if the game mechanics are right and went on to become one of the biggest selling titles ever.

Wouldn't it be jolly if there was a game which not only played a decent game of football, but looked the part as well? Konami obviously think so and with ISS 64 they've



produced the best looking and — more importantly — most realistic and playable football game ever released.

Unlike FIFA, ISS 64 offers one basic side-on

viewpoint which shifts and pans when appropriate to offer the best possible view of the action. Far better than FIFA's multiple useless views, whose only purpose seemed to be to make the screenshots look good.

Players can happily get on with mastering the vast array of moves and tricks which make ISS 64 the most

involving game of its type around. All moves are accessed using the A, B and C buttons to give it huge flexibility. A passes to any player in the general direction of the pad, while B wellies it (best used for shooting). Aftertouch can be applied to give swerve and also to aim the ball at a certain part of the goal (bottom right or top left corner for example). The four C buttons each have their own different function. Lob, throughball, which is basically a pass

▲ The yellows are clearly cheating by fielding far more players than the opposition. The dirty little rotters!



▲ The goaly waves everyone upfield before punting the ball straight out into touch. Dontcha just hate that?



## In formation...

145

334

154

244

343

235

325

253

How choose how you want your players to line up...



# Around the grounds

## Nick's comment

Football's not coming home... it is home! *ISS 64* has arrived and is, quite simply, the best footy game ever to be released. It sports graphics that are far superior to any of its contemporaries (especially EA's appalling *FIFA 64*) it sounds the bizz and, with more moves than Juninho, Zola and Shearer put together, it plays a much meaner game of footy. To put things in their simplest terms, if you like football, you're going to love this game. As the great Bill Shankly probably would have said were he around today, football's not a matter of life and death, it's *ISS 64*!

African



Asian



Play in one of five superb stadiums from around the world. Exotic or what?



Euro Centre

Euro International



South American



into the space behind the defence, sprint and nearest player select. These are the basic moves needed to get started but there's more once players start getting a bit more proficient. For example — holding down the sprint button it's easy enough to get away from a chasing defender. However, if a tackle's coming in from the front or side, quickly tapping the button makes the man in possession perform the old 'step over the ball' trick to leave incoming tacklers languishing in his wake. Alternatively try releasing the directional button, then tapping lob and pressing direction again. Time it right and the player will flick the ball over the back of his head with his heel and carry on in possession — just like Ossie Ardiles did in *Escape to Victory*.

Goals are accompanied by replays from any angle and appropriate

celebrations from the player. A nice touch is when a losing team scores right near the end. Instead of running to the touchline to wave at the crowd, the scorer will run and grab the ball, then peg it back to the centre circle to get things going again as quick as possible.

Options fans will be pleased to hear that just about

everything you can imagine can be tweaked and fiddled with to satisfy even the most demanding of players. There's the basic choice of Friendly match, league or cup but it's the dozens of more subtle options which'll delight anyone who takes their football seriously. at all.



▲ Er, yes that'll be one to the red team then. Come on you whites — sort it out!



▲ Looks like there's a bit of argy-bargy going on here. Scrap! Scrap! Scrap! Oh... we've just scored. Sorry lads



352



424



442



523



541



433



451



532





# The mode-rn game



▼ **League**  
Sort of like a league, really. Funny that...



▲ **Penalties**  
Avoid the boring match and go straight for the exciting penalty shoot-out!



▲ **Cup**  
A simple knockout tournament involving all the world teams



▲ **Open game**  
Ya basic friendly match - nice.



◀ **Scenario**  
One down to the Germans with two minutes to go. D'oh!



▲ Looks like an open goal for the striker. Don't press the pass button by accident though - or else!

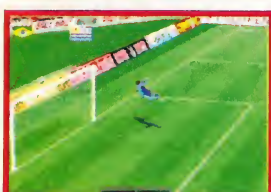
Every player has his strengths and weaknesses. Some are all about pace, others rely on close control and ball skills, certain players are better finishers than others, and so on. Therefore if you're playing

against a side with a particularly tricky winger, you can assign someone to man-mark him out of the game — just like the real thing. Strategies and formations can

also all be altered both before and during a match, so if you're losing with ten minutes to go you can throw everyone into attack. This is especially useful in the novel scenario mode, where you're thrown into a situation where the team might be two down in the last minute of extra time and you need to take it on to a penalty shoot out. It's only a bit of fun and won't hold the attention for too long but it's a nice diversion.



It's not hard to create a basic computerised representation of the sport of football. Twenty-two players kicking a ball around a rectangular green space. The difficulty comes with trying to capture the feel and tension, which is what it's all about at the end of the day. This *ISS Deluxe* does with almost frightening success. It's one of those few games where the onlookers actually start getting involved, oohing and aahing along with those actually playing. For me this represents the pinnacle of N64 playability to date. It's all very well rescuing princesses, riding jet-skis and killing dinosaurs but there's so much to learn and discover that keeps you coming back to *ISS 64*, again and again. Similarly *Mario Kart*, *Wave Race* and *Starfox* have wicked multi-player options but none





# Strut your funky stuff!

A range of tactics are available at any time during the game at the touch of a button.

## All out attack



## All out defence



## Counter



## Counter attack



## Offside trap



## Push up



## Wing attack



## Zone press



▲ Where on Earth did I drop my contact lens?

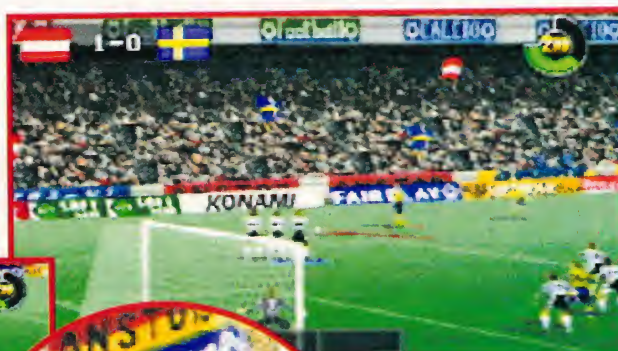


compare to this when it comes to sheer, heated competition.

If playing on your own against the computer doesn't do it for you, how about two players against two? In fact any combinations of both human and computer players are available, up to a maximum of four, so two humans can team up to try and win the cup against the computer.

If all of that isn't already enough recommendation, put it this way — we see an awful lot of games every week. You can't help it when you're sharing an office with two PlayStation mags and one PC. Some games go straight into the cupboard, others get played

at lunchtimes for a few days, but not many have people staying back late after work for full-blown tournaments. ISS 64 is one of those and if you don't go and buy a copy this instant you might as well go and call up the white coats right now! **MILES**



▲ There's no point crying over spilt milk. Scoring an own goal in the cup final on the other hand...

## Verdict

Name:	ISS 64
Publisher:	Konami
Developer:	In-house
Players:	1-4
Price:	TBA
Released:	TBA
Game Type:	Football
Version:	PAL

## graphics

Better than Match of the Day, that's for sure.

95

## sound

Simply superb commentary and sound FX.

94

## playability

Simply the best footy game ever — no contest!

96

## overall

97



# Reviews Round-up

New to the N64? Our round-up of past reviews will help you pick out the top titles from the ever growing list of releases.

## Blast Corps



I was a little dubious about this title as I looked at the box, but after playing it for the short while I allowed myself before going back to more mundane work, I was desperate to play it again. Some of the early levels are very simple and involve little more than crashing into buildings to knock them down. But later on the levels get a lot harder and really get you thinking as you try to solve the puzzles before your time runs out. I would compare this game to *Pilot Wings* favourably, as both games are similar in concept, but *Blast Corps* definitely has the edge with a lot more action, puzzle solving and explosions! **4.5**

### Verdict

Name: Blast Corps  
Publisher: Nintendo  
Developer: Rare  
Players: One  
Price: TBA  
Released: Out Now  
Game Type: Action/Puzzle  
Version: US

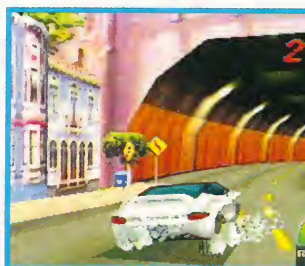
### Overall

89

## Cruis'n USA

**W**hat on Earth is this? Have I slipped through a time warp? Am I back in the late 1980's? Well, playing this, I certainly could be – pretty scary!

I'm playing a bad version of *Outrun* on a 64-bit machine. Come on, who in their right mind would waste their cash on this, when they could play *Rage Racer* on the PlayStation? The game is a perfect conversion of a crap arcade game – so what's the point? *Cruis'n USA* is sluggish, the graphics are dire and worst of all, the playability is thinner than a match stick on a diet, very poor indeed. Avoid it! **1.5**



### Verdict

Name: Cruis'n USA  
Publisher: Nintendo  
Developer: Nintendo  
Players: 1-2  
Price: TBA  
Released: Out Now  
Game Type: Car Racing  
Version: US

### Overall

59

## Doom 64

**H**aving been a *Doom* fan for years, I expected great things from this latest incarnation... and I'm not disappointed in the slightest! I'm willing to concede that this still doesn't compare with some of the PC games, such as *Duke Nukem*, in terms of character control but for atmosphere and sheer nastiness this wins hands down in my book. The levels are bigger and better than ever before, as are the various nasties that inhabit them. There are a couple of extra weapons to play with, and plenty of improvements have been made to the old ones that we all know and love! I'm afraid to say that my *Mario 64* cartridge has been gathering dust since this arrived – buy it now and kiss your social life goodbye! **4.5**



### Verdict

Name: Doom 64  
Publisher: GT Interactive  
Developer: Midway  
Players: One  
Price: TBA  
Released: Out Now  
Game Type: 3D Shoot-'em-up  
Version: US

### Overall

92



# Doraemon



**I**t's very difficult to play this game without drawing comparisons to *Mario 64*, which is obviously going to win hands down. But if you can possibly forget about *Mario* for a second and look at *Doraemon* on its own merits, I think you'll find quite a quirky little platformer in there somewhere.

Despite its similarities with *Mario 64* it does have plenty of its own original ideas; it's just a shame that these are far outweighed by the ideas that were left out! If you've completed *Mario* and are looking for something vaguely similar, then this should keep you amused for a while. Just don't expect the blue and white furball to fill *Mario's* shoes. **(C)**

## Verdict

Name: Doraemon  
Publisher: Nintendo  
Developer: Epoch  
Players: One  
Price: TBA  
Released: Out Now  
Game Type: Platformer  
Version: Japanese

## Overall

# 69

## Verdict

Name: FIFA 64  
Publisher: Electronic Arts  
Developer: In house  
Players: 1-2  
Price: £54.99  
Released: Out now  
Game Type: Football sim  
Version: UK

## Overall

# 76

# FIFA 64

**I** first played *FIFA Soccer* way back when it first came out on the SNES, and was quite impressed by the isometric graphics and fresh gameplay. But since then the *FIFA* series has gone steadily downhill and now it's reached rock bottom. The whole thing feels rushed: the graphics are jerky, the gameplay is tired and as for the control method – there is no control. That's what it feels like: you just aren't in control of the players. There's a delay every time you press an action button before your player does something, making it almost unplayable. Wait for *ISS 64* from Konami and don't buy this. **(C)**



# Human Grand Prix



**H**aving just bought myself a new 'Street Rod', I consider myself a bit of a speed demon. With my long hair I'm not too good in these open tops though... To be honest, I don't think this is as good as it looks in the screenshots – the pop-up is awful and the realism is non-existent. And I'm all for tight corners taken at high speed but when those corners become right angles, that no course designer in his right mind would even consider including, the whole thing gets a little frustrating. Some of the ads are quite amusing – 'Shed Blood' being a personal favourite – but this hardly makes up for all the bad stuff. And in a real F1 car I doubt you'd have the time to read them anyway! No thank you *Human*. **(C)**

## Verdict

Name: Human Grand Prix  
Publisher: Human Entertainment  
Developer: In House  
Players: One  
Price: TBA  
Released: Out Now  
Game Type: Arcade Racer  
Version: Japanese

## Overall

# 80



# J-League Perfect Striker

**A**s the aging cliché goes, it's a funny old game, football and *Perfect Striker* certainly proves that, with some of the most hilarious player animation ever. Just watch one of these guys trying to get up after a

particularly bad foul to see what I mean! Having said that, the actual gameplay isn't bad either, especially in two player mode. Swift passing, rasping drives, eccentric keeping and, of course, the all important scoring celebrations. This boy has got it all and is certain to be a worthy addition to the footy sim, *Premier League*. Go and buy it!

## Verdict

Name: J-League Perfect Striker  
Publisher: Konami  
Developer: Konami  
Players: 4  
Price: £59.99  
Released: Out Now  
Game Type: Sports Sim  
Version: Japanese

overall

93



# Killer Instinct

Gold



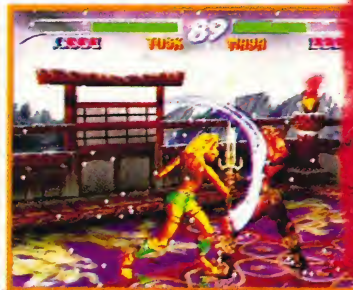
**P**lay this game on 'Ludicrous' speed and you'll know about adrenaline. Initially fast and furious, it can seem like a 'free-for-all who can get the combos in first and bash the buttons quickest' test. However, after playing for a while, it has more subtlety than that but nothing that matches the instinctive feel of *Tekken*. The animation is jerky and at times there's quite a bit of slow-down. Admittedly this is when a 32-move combo is going on – but surely the N64 can handle it?

## Verdict

Name: Killer Instinct Gold  
Publisher: Nintendo  
Developer: Rare  
Players: 1 or 2  
Price: TBA  
Released: Out Now  
Game Type: Beat-'em-up  
Version: US

overall

69



# King of Pro Baseball

## Verdict

Name: King of Pro Baseball  
Publisher: Nintendo  
Developer: Imagineer  
Players: Four  
Price: TBA  
Released: Out Now  
Game Type: Sports Sim  
Version: Japanese

overall

91



**I**f I know nothing whatsoever about baseball – and even less about the Japanese language – but enjoyed my two player session on this as much as I've enjoyed anything for a while. The game is instantly playable and the characters are appealing in a 'laugh at the bloke uglier than you'



kind of way. My previous experience of baseball games adds up to a grand total of one game and this is far superior, so I'll fill the rest of this box by making the very un-informed comment that this is the best baseball game on the market, which no N64 sports fan should be without.







# Mario Kart



**S**o it's got some new tracks and the graphics are better – but it's still *Mario Kart*, just with a '64' tagged on the end. Don't get me wrong, I was (and still am) a fan of the original game but really, what's the point? If all we're going to see on the Nintendo 64 is souped up versions of old Nintendo titles – and at a souped up price too – you might as well buy yourself a SNES. That said, I can see the appeal of the title for those who missed out first time round. It's still fun and addictive – especially in multi-player mode. Just think carefully and do try before you buy... **GB**



## Verdict

Name: Mario Kart 64  
Publisher: Nintendo  
Developer: Nintendo  
Players: 1-2  
Price: TBA  
Released: Out Now  
Game Type: Car Racing  
Version: Japanese

## Overall

93

# Mortal Kombat Trilogy



**W**hy has this game come out on the N64? It looks exactly the same as every other version I've ever played. If you're a fan of the *Mortal Kombat* series then you'll probably like this – just don't expect to see anything new. It's probably as close as you're gonna get to having the arcade machine in your home but as far as I'm concerned, this isn't why I bought an N64.

Manage without a beat-'em-up for now and wait for a decent 3D fighter that uses the console to its full potential. Not one to impress your mates with! **GB**

## Verdict

Name: Mortal Kombat Trilogy  
Publisher: Acclaim  
Developer: Probe  
Players: 1-2  
Price: TBA  
Released: Out Now  
Game Type: Beat-'em-up  
Version: US

## Overall

78



# Pilot Wings

**I** never used to be into the SNES game, so I was ready to give this a slating but after playing it for a while, I realised that several hours had passed – and I'd loved every minute. The missions are varied and range from those that you'll find exciting and frustrating, to those that are just plain mellow and relaxing. You can't help but be tempted into just floating around and admiring the scenery. My advice to you is to buy this immediately, it's as close as most of us will ever get to owning a hang-glider, gyrocopter, jetpack, Birdman suit, cannon... **GB**



## Verdict

Name: Pilot Wings  
Publisher: Nintendo  
Developer: Nintendo  
Players: One  
Price: TBA  
Released: Out Now  
Game Type: Flight Sim  
Version: Japanese

## Overall

95





# Star Wars: Shadows of the Empire



**W**hat a complete disappointment! Everyone loves Star Wars and the prospect of a 64-bit version of Darth and Co seemed pant wettingly good. But all we get is some second rate sub-games thrown together on a cart – and we're expected to be happy about it?

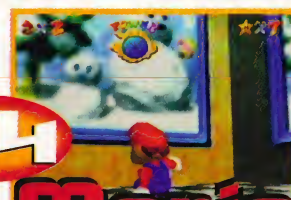
A couple of the levels are great but for the most part the game sucks. Graphically it is nothing special and, like Nick says, it looks like a SNES game with texture mapping. If Nintendo continue to release such shoddy software as we've recently been seeing, the N64 may not last the test of time! **(E)**

## Verdict

Name: Shadows of the Empire  
Publisher: Nintendo  
Developer: Lucas Arts  
Players: One  
Price: £59.99  
Released: Out Now  
Game Type: Multiple  
Version: US

## overall

**61**



# St Andrews Old Course Golf



## Verdict

Name: St Andrews Golf  
Publisher: Seta  
Developer: Seta  
Players: Two  
Price: £59.99  
Released: Out Now  
Game Type: Sports Sim  
Version: Japanese

## overall

**58**

**G**olf is just golf, really. Whether it's on the most powerful console in the market, or *Leaderboard* on the ZX Spectrum, the gameplay remains boringly the same. Press the button to start the powerbar, press it again to set the power and then press it a third time to hit the ball. Yeah, that's really challenging... And another thing, considering the N64's graphic capabilities, this looks nothing like St. Andrews. Look, don't buy this poor excuse to cash in – go and play the real thing instead and get some exercise. **(E)**



# Super Mario

**E**ver since this game was first seen, it's been hyped as the 'the greatest video game ever' and to tell you the truth, it doesn't fall far short of that title. Nintendo have brought *Mario* to life in the most convincing 3D world I've ever seen: he runs, somersaults and can even fly – all in superbly animated style. All the familiar *Mario* traits are there as well – the infuriatingly addictive gameplay from his SNES incarnations, the 'throw the controller at the wall and pick it up five seconds later' syndrome. This is what video games are all about. **(E)**



## Verdict

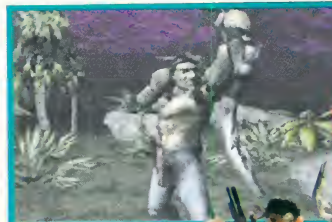
Name: Super Mario 64  
Publisher: Nintendo  
Developer: Nintendo  
Players: One  
Price: TBA  
Released: Out Now  
Game Type: Arcade adventure  
Version: US

## overall

**96**



# Turok: Dinosaur Hunter



**I**'m not normally a big fan of this type of game, but *Turok* most definitely has a lot going for it. The graphics look superb when they're moving and the sounds that surround you as you play are extremely atmospheric. There are a lot of things that impress me about this game but the talking point would definitely be the variety of ways in which your enemies can die. It's so satisfying to see the guy that was trying to kill you really suffering as he takes his last breath! If you're reading this review in two minds, go with the one that's telling you to buy this. It'll keep you going until *Doom 64* arrives. **(E)**

## Verdict

Name: Turok: Dinosaur Hunter  
Publisher: Acclaim  
Developer: Iguana  
Players: One  
Price: £64.99  
Released: Out Now  
Game Type: Shoot-'em-up  
Version: UK

## Overall

93

# Wayne Gretzky's 3D Hockey



## Verdict

Name: Wayne Gretzky's 3D Hockey  
Publisher: Nintendo  
Developer: Midway  
Players: 1-4  
Price: £59.99  
Released: Out Now  
Game Type: Sports Sim  
Version: US

## Overall

90

**N**ow this is what I call a sport - faster and more aggressive than footie, ice hockey is one big bundle from start to finish.

*WG3D Hockey* is an enjoyable sim that captures the essence of the sport. It's full of options, stats and genuine players - like any other hockey sim - but graphically it's the best we've seen. With excellent design and playability to match, this one's a must-buy for fans. **(E)**



## Verdict

Name: Wave Race  
Publisher: Nintendo  
Developer: Nintendo  
Players: 1 or 2  
Price: TBA  
Released: Out Now  
Game Type: Racing  
Version: US

## Overall

96

# Wave Race

**T**he closest I've ever come to a real jet-ski would probably be when I was about six, splashing around a Northampton pond in a rubber dinghy. After playing *Wave Race* I've decided that maybe I should broaden my water sports horizons and try it for real. Quite simply, this is an extremely playable and unusually original piece of software. As far as I can see, the only thing missing is a Pamela lookalike to dive in and rescue you when you fall off. If you're after a racer for your 64, avoid the traffic and take to the waves! **(E)**





**Since last month  
we've Found a whole  
load of new bits for  
you to spend your  
cash on, but would you  
be better off saving  
it for a rainy day?  
Read on...**



separately. The prices we've heard for individual Packs range from £12 - £25 so it's well worth shopping round! 

MARK - 'oooooooooooooooooooooooooooo'






## Spook Phono + Scart Cable

Available in UK:  
Supplied by:  
Manufacturer:  
Price:

Out Now  
THE Games  
Spook  
£6.99

If you're using a UK N64 and fancy improving your picture quality but can't seem to find a Super Video input round the back of your telly, then these are your best bet. You have the option of using the Scart socket or, if your telly has AV inputs, using those and possibly running the sound through a stereo of some description. These leads are not to be confused with those from Fire International which enable you to play foreign games in colour — you're welcome to try but we guarantee that you'll be disappointed. 

## Spook S-VHS Cable

Available in UK:  
Supplied by:  
Manufacturer:  
Price:

Out Now  
THE Games  
Spook  
£8.99

This is one of the cheaper Super Video leads we've seen, and puts paid to the saying 'You get what you pay for' by doing its job just as well as any of the more expensive versions on the market. It also comes with a little extra bit, made just for the UK (what?! Someone who wants us to get as much out of our games as those across the pond!) This is basically a small adaptor, which eliminates the loss of colour often associated with using these leads in the UK. Ta! 

## Spook Joypad Extension Cable

Available in UK:  
Supplied by:  
Manufacturer:  
Price:

Out Now  
THE Games  
Nintendo  
£8.99


No prizes for guessing what this one's for then! If you're one of these people who owns a 200-inch TV or similar and you don't like to sit underneath it, this'll give you an extra 1.5 meters to play with. It's not as long as the one we looked at last issue but come on, you won't be able to hear anything if you get much further away — oh, and it comes in a fetching shade of black! 

## Spook Memory Cartridge

Available in UK:  
Supplied by:  
Manufacturer:  
Price:

Out Now  
THE Games  
Spook  
£19.99

As with most of the 3rd party memory paks on the market, this one's four times the size of the official one that's currently on sale. It uses the one button system for turning pages and thankfully doesn't incorporate the fast format feature,

that has seen so many other memory paks being accidentally erased. To be honest, the only thing that really makes this cartridge different from other 3rd party ones is the sticker you get with it, which gives you space to write down what's on it — completely unnecessary of course but some of you might like it! 



FIRE

From this month on, these pages will be sponsored by Fire International, the manufacturers and suppliers of the

BLAZE range of videogame accessories.

Each month the writer of the star letter will receive a bundle of BLAZE goodies, which includes many of those in our peripherals feature this issue. So if there's anything you want to ask us or comment on, please don't phone us and stop us working on your favourite mag. Write us a letter, because we'll think a lot more of you as a human being – and you'll have a chance of winning some top accessories.



You can write to us at:  
The Firing Line  
TOTAL 64 Magazine  
1, Roman Court  
48, New North Road  
Exeter, Devon, EX4 4EP

Or email us at:  
firing\_line@rapide.co.uk



# the Firing Line

DEAR TOTAL 64

Hi and thank you! Your mag is excellent in every way. I am a keen buyer of all Rapide Publishing mags, SIGHTINGS is very much presented in the way of TOTAL 64 which is a bonus and is easy reading. I have just bought an N64 with Mario and Wave Race at £350 (total) because you gave them high scores. You have gained my trust and my friend's over the official N64 mag which is biased. Your ideas are excellent and new. You manage excellent compos which I enter. I thought that the feature of all the peripherals was great and I purchased a memory pack thanks to your review of it, thanks. I noticed that you increased *Wave Race's* score from 93% to 96% in roundup, why? Your screenshots can be poor quality (sometimes) e.g. *Blast Corps* issue 3, why?

I also think that you should include another tips book after the best Mario guide I could find in



issue 1. I love your mag and will buy it forever.

Yours Faithfully

■ Matthew Barber - Boston, Lincs.

## The Truth...

Err thanks! Sorry - you've made me blush now, glad you like the mag anyway. In answer to your question about the *Wave Race* score, the reason we put the score up was because we found the cheats and extra courses which are worth a couple of extra percent on their own, and also just because we found ourselves playing it more than any other game in the office. Until *Starfox 64* arrived of course!

As for the quality of some of our screenshots, we're not really sure why some of them look a lot worse than others – hopefully the problem will be rectified by the time this issue reaches you.

DEAR TOTAL 64

As a proud owner of a UK 64 I am writing this letter. I have got all three of the excellent TOTAL 64 mags and I am still reading the ace reviews in them, so far they are stunning, and with great writers and brilliant competitions – no complaints there. But one question I have is when will *Mario Kart* and *Mortal Kombat Trilogy* arrive in the UK?

In issue three in the tips zone there are some tips on *Mario 64*, above the tip 'Hat Trick' there is a picture of Yoshi on top of the castle with Mario – please tell me how to get there.

Looking forward to the next issue!

■ Daniel Summors [12] - Shrewsbury

## The Truth...

Pleased to hear that you've enjoyed the mags so far – I hope you like this one just as much! In answer to your question about the release dates, *Mario Kart* should be out in the middle of June, with *Mortal Kombat Trilogy* following shortly after.

In *Mario 64* I'm afraid that you have to find all 120 stars before you can reach Yoshi – once you have all the stars a cannon opens up outside the castle and you use this to reach the roof.

Got a burning N64 problem? Fancy a good moan? Step up to the Firing line, my Friend!

DEAR T64 TEAM

Congrats on your new mag as me and my mates think it rules !!

As an owner of a US N64, I was in trouble as my games ran in black and white until you done your "To buy or not to buy" feature which told me that all I needed was the Blaze scart cable so thanks for that. But now here's my question – which I'm sure a lot of people out there would want to know. As I have a US N64 is there to be a convertor to play UK games on the US N64? If so when, where and how much will it cost? And here's an idea for your mag, how about a page with all the charts? Like top ten best selling UK, US or Japanese games and top five most played games in the office at the moment? You could also have a section at the back of the mag which keeps a record of the games available, their price and what percentage you gave them, and maybe a short comment.

Thanks for giving us all a chance to speak out !!

■ Ryan Jones [14] - Luton

## The Truth...

The "To buy or not to buy" feature you referred to seems to have proved very popular with our readers, so we've decided to make it a regular thing for as long as there are a number of peripherals and accessories being released. I assume that you were so excited about being able to play your games in colour that you didn't get around to reading the rest of the mag before you wrote to us – most of your suggestions have already appeared in TOTAL 64 in some form – good ideas though!

In answer to your question about an adaptor, the universal convertor we featured last issue actually works both ways meaning that you can play any games you like on your US N64 – the quality is also better than when you use US games on a UK machine.





## DEAR TOTAL 64

I bought a UK N64 when it came out and am very pleased with the quality of the games so far. I'm not sure that Nintendo's marketing strategies are correct. The Nintendo 64 has a giant problem with the lack of third party support, and when they release the 64DD into an already unstable market it's most likely to be a flop along the lines of Sega's ill-fated Mega-CD. Hopefully Nintendo will prove me wrong with the delights of *Creator* and *Zelda 64*. Also I would love it if you could add competitions (e.g. fastest times on *Wave Race*) and compare them to your own times. Apart from that, it's great!

Also have they confirmed a release date for *Mario Kart 64*? Thanks.

■ Edward Welsby (15) - via email

**The Truth...**

As we've said before, UK N64 owners are really getting a raw deal at the moment - after all we're only a tiny little island compared

with Japan and the US aren't we?

I hope for all of our sakes that the 64DD doesn't go the same way as the Mega-CD, although to be honest I can't really see that happening after seeing screenshots of some of the 64DD games on the way.

A section where we can compare times/scores on games is something we've talked about in the office for a while, but up until now we didn't think there were enough games to warrant it - but now that *Wave Race* has

been released over here it would appear that many of you want to compare your scores with those of other readers and the TOTAL 64 team. We've included a small section on it this issue and depending on the response it gets we'll hopefully make it a lot bigger in future issues - so get racing!

*Mario Kart 64* should be out over here in June along with all of the coloured pads that the Americans and Japanese have been playing with for months!

## DEAR COOL GUYS AT TOTAL 64

Aaaaaaaaaaaaaahhhhhhhhhhh!!! But enough of that...My mate, (well I don't know if he is after all he's been saying to me) thinks those ancient Sony Playstations (spit) are still better than N64's (cheer, cheer!). I think he's a bit of a nutter but he always manages to slate me down to the ground about how it was supposed to be a 64 bit. Pah! A Sony Playstation a 64 bit? Dream on metalhead. And he's always babbling about how Nintendo can't make a beat-'em-up to match *Tekken* and *Tekken 2*. I think they could, but they're just waiting a bit. Please tell me what to do. I only have one option and that's to beat the living daylight out of him.

Oh! And before I go could you tell me a cheat to get Yoshi without getting 120 stars?

Yours Sincerely

■ Adam Moran - Leeds

**The Truth...**

Well Adam, I wouldn't recommend you beating up your mate as this is probably the very reaction that he's looking for - with him being a 32-bit and all. The best

way to resolve this situation would be to set up your two consoles side by side and then compare similar games - unfortunately the N64 doesn't have many titles yet but that's because it's a NEW console! If you had a copy of *Doom 64* to compare with your mate's *Final Doom* he'd soon shut up - *Mario 64* would be another good one to use except that the GreyStation doesn't have any games I would dream of comparing it to.

On the subject of *Tekken* and other beat-'em-ups, you're probably well aware that the N64 has plenty of great looking 3D fighters on the way - possibly including *Tekken 3* as we revealed in this month's news!

If your 'mate' continues to annoy you even after you've confronted him with the truth then I guess you'll have to go with your original plan and give him a good beating - although *Tekken 3* in the arcade would be much more appropriate than the playground!

We don't have a Yoshi cheat for *Mario 64* as yet but rest assured that if we get one you'll be the first to know!

## Star Letter

## DEAR TOTAL 64,

Congratulations to Justin Calvert (the Bolton supporter?!?!?!). Not for becoming the new Editor, but for working with the 64 and leaving the Playstation behind him. The Playstation may have a hell of a lot of games, but most of them aren't up to much are they! Although the 64 only has 6 UK games at the moment, all of them are of top quality and they are extremely playable (with the exception of *FIFA 64*, which I thought was poo)

Anyway, I am concerned about the lack of software there is for the 64 at the moment. Surely the programmers have had the equipment to produce software for it for quite a while now. So why do we have such a small library of games???? All the third party developers are saying they want to see how well the N64 sells before they start writing games for it! Where is the logic in that??? The majority of people I know that are thinking about getting a 64 are saying they want to see what sort of games are going to be developed!

It's a no win situation. So all you people out there thinking of getting a 64, go out and get one now. And for all you third party developers, get your arses into gear and start producing top quality games. You know the 64 can handle it. Just look at *Mario* and *Wave Race*!

■ Pete Connew - Eastbourne

**The Truth...**

N64 owners in the UK really are trapped in the middle of a vicious circle right now, the 3rd party developers who are waiting for a larger user base just don't seem to realise that their game might be the one all of the potential N64 owners are waiting for! I'm sure that your frustration is shared by almost every 64 gamesplayer in the country right now - so if more of you want to write in on this

subject we'll endeavour to print your letters in the hope that someone at Nintendo will read them! Enjoy your prizes!



DEAR TOTAL 64

I've just got my hands on a copy of *Wave Race 64*, and what can I say? This must be one of the finest racing games I have ever played and it's certainly up there with *Mario 64* and *Turok*. (The Waves!, Ahhhhh!)

Anyway, to the reason I wrote this letter. In issue 3, page 76, there are many screen shots which show Mario having 182 power stars. Am I going mad or aren't there only 120 power stars to collect?!!

Your magazine is great and your 'To buy or not to buy' section in issue 3 was excellent, and really helped.

It would be brilliant if you could have a high scores table where people could send in their best times and stunt scores from *Wave Race*, *Mario Kart*, etc. Here's some *Wave Race* scores to start you off!

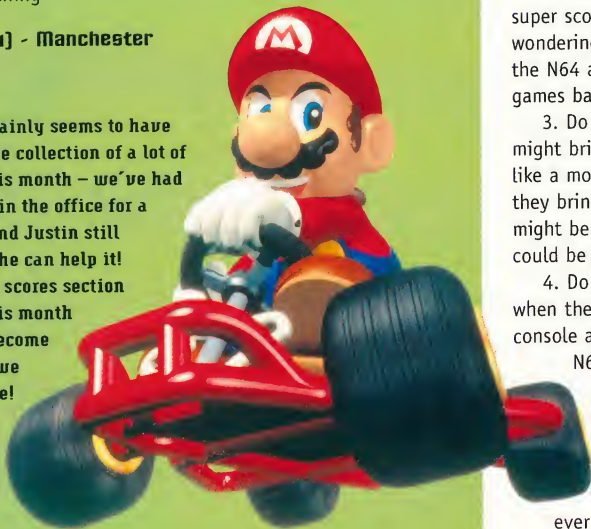
Thanks for listening

■ Ross Grant (14) - Manchester

### The Truth...

*Wave Race* certainly seems to have found a place in the collection of a lot of TOTAL 64 readers this month - we've had an American copy in the office for a few months now and Justin still plays little else if he can help it! Check out the high scores section we've included this month - it'll definitely become a regular thing if we get a good response!

In answer to your question about our *Mario 64* screenshots - We cheated! Some bright spark decided to erase our saved game from the cart, so rather than play through the entire thing again to get the shots we wanted, we used the Game Killer from Dattel to give us instant access to any part of the game. Unfortunately you start the game with 182 stars when doing this - but we didn't think you'd mind - well spotted!



DEAR TOTAL 64

I am a very big fan of the Nintendo 64 and your mag, and I should be getting a Nintendo 64 soon so I would like to ask a few questions on the Nintendo 64?

1. I love surfing and I was wondering if maybe a surfing game might be coming out on the N64 or if they are thinking of making a new copy of *California Games* which I thought was a really good game?

2. On the SNES there was a super scope and games, I was wondering if it might come out on the N64 as they are bringing old games back and better on the N64?

3. Do you think that maybe they might bring out some accessories like a mouse or keyboard because if they bring out on the internet it might be easier to use and it could be used for games?

4. Do you have any ideas when the prices of the console and games for the

N64 might be coming down in price and what sort of price might it be?

PS. I think yours is the best mag Nintendo 64 ever made!

■ Ben Robbins - Newton Abbot

### The Truth...

Cheers for the compliments on the mag Ben, although I'm sure there's a word missing from your PS

somewhere! The answers to your questions are as follows:

1. As far as we know there aren't any plans for a surfing game on the N64 - although the thought of one along the same lines as *Wave Race* is definitely something that should be considered by programmers.

2. Again we've not heard anything about a super scope type accessory but wouldn't rule out the possibility completely (not sure who would want one though!).

3. A mouse for the N64 would definitely be a good idea for adventure games and for the internet when the 64DD is released with its built in modem. We reckon that the appearance of an N64 keyboard is pretty

### NEWSFLASH:

As I am writing this reply I've just heard that the N64 will come down to £149 next thursday - meaning that by the time you read this it will already have happened.

unlikely though.

4. The price of an N64 in the US has already come down to \$149 which I'm sure

you know is a lot cheaper than the £249 we've been expected to pay over here. Rumour has it that the console will be dropping down to £199 quite soon although it's unlikely that the prices of carts will follow suit. Hope you get your N64 soon!

DEAR TOTAL 64

Having acquired a copy of *Wave Race* (UK), a friend suggested we unify scores in the interests of competition and the fact I thought I'd racked up some pretty mean times, I readily agreed. I mean 1'24.723 for Sunny Beach is a gaming feat in my book, plus the fact that I'm a beat-'em-up fan (roll on *Killer Instinct Gold*) and normally stay away from racers. You have probably guessed why this one's in my possession, what with the lack of games and that. Here, it's no good dropping the price to £100 less when there's nothing to put on it!

Back to my original theme, imagine my dismay when my aforementioned score was smashed by over 12 seconds. Try as I might I couldn't touch it, then the answer dawned upon me. My friend you see has an American machine. The

clock I figured must run at normal time - after all a second is a second, but since his machine runs 17.5% faster than my machine it seems possible then to get 1'12.000 or perhaps even faster.

I mentioned this to my friend and he was having none of it. 'No' he says, it's imported over from Jap to UK so the time must be corresponding to the speed of the machine. Now perchance you professionals could shed some light on the matter. If he is correct then I have a lot of training, but if I'm correct then he has jipped me out of a crate of beer and ruined my cart with technically impossible scores to beat.

Shan't bother telling you to keep up the good work, I'll leave that to people with nothing to say.

Keep up the good... Phew, Nearly said it!

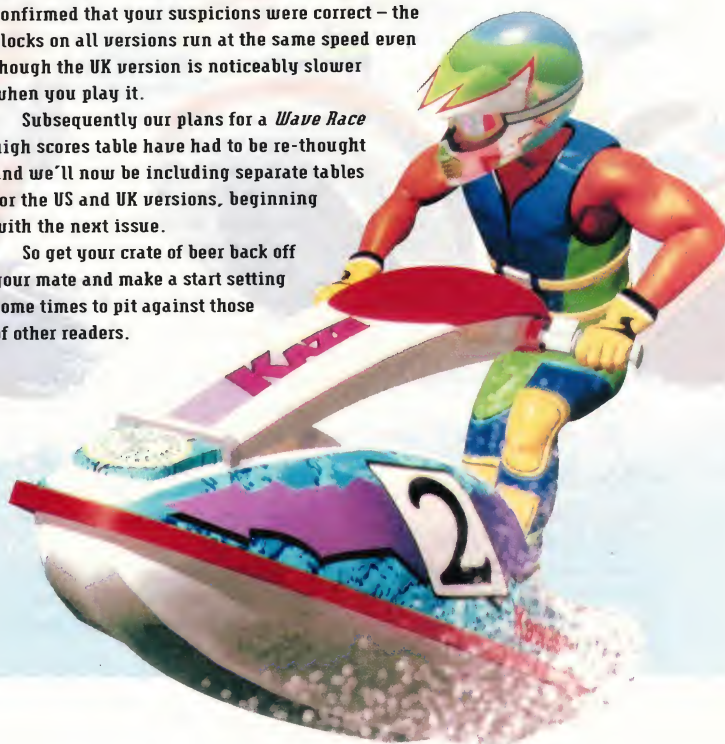
■ Shaun Murray - Lincoln

### The Truth...

After receiving your letter Justin got straight onto Nintendo (he was wondering why ALL of his times were easily beating those of the readers), and they confirmed that your suspicions were correct - the clocks on all versions run at the same speed even though the UK version is noticeably slower when you play it.

Subsequently our plans for a *Wave Race* high scores table have had to be re-thought and we'll now be including separate tables for the US and UK versions, beginning with the next issue.

So get your crate of beer back off your mate and make a start setting some times to pit against those of other readers.





## DEAR TOTAL 64

Me and my brother are very happy because we have a N64 and we have got 55 stars on *Mario*. We can't go any further because we find it very hard and we can't get all the stars in the clock. Me and my brother love the graphics. Please write back if you can and tell us how to get past there.

PS. Do you like my pictures?

■ Alex (8) - Shrewsbury

**The Truth...**

All of us in the Total 64 office thought your pictures were very good and we'd like you to send us some more so that we can use them on our pictures page in the next issue. We'll be giving the best artist each month a free year's subscription to Total 64, so it's worth sharpening your pencils and dragging yourself away from *Mario 64* for. If you're still stuck on the Clockwork World course try looking at the hands on the clock before you jump in - if you jump in while the big hand is on the 12 you should find that the clock has stopped, making some of the stars much easier to reach. We look forward to receiving some more of your pictures!

## DEAR BRILLIANT PEOPLE WHO MAKE T64

I just have to comment on the superb quality of your mag as no other magazine (not even an N64 one) comes close to the style and layout you have. You have the best compos and original ideas (such as issue 3 when you viewed the difference of SNES games to the updated versions on the N64). The reviews are spot on and give you the right advice where to splash your cash, which is what I'm writing about.

The N64, undoubtedly comes as a bargain for its new price at £150. Which is a little bit skank if you had bought it a week before for £100 more. But once you're a proud owner, sitting there and staring at your brand new machine, you suddenly realise there's something missing - you don't have a game to play. You look up the latest issue of Total 64 and find the highest rated game, let's say *Mario 64*. You run down the shop, and find that it's £60. Now £60 is a little too much - by buying three games you've bought another machine. Okay, that is maybe how Nintendo get their profits, but I'd much prefer to pay a little more for the machine and pay a little less on the games. I'm sure they can lower it a little bit. PC games come around just £30, half the price of an

N64 game. And it's not just the game; the controllers are £30 - as much as a PC game. And to hire the N64 and a game for two nights is £17.50. All a bit too pricey.

Yours Sincerely

■ Leon Kessler - London

**The Truth...**

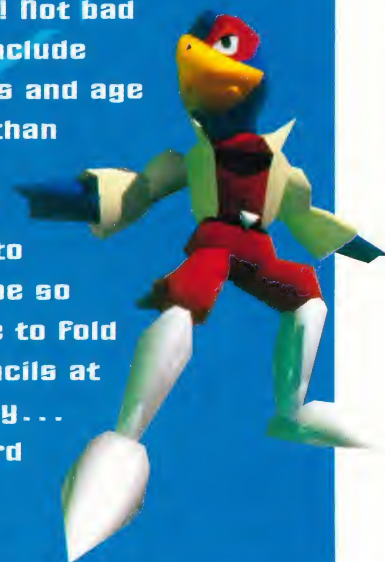
Unfortunately many readers outside the UK won't understand why we get so many letters like this - after all, they've got plenty of games to play with, and pay less for them. In the same way that 3rd party developers have to pay Nintendo for the privilege of releasing games on their machine, we in the UK apparently have to pay extra for the privilege of playing it outside of the US and Japan! We get games months later, they're slower, and we pay more for them - great 'ere innit! Cartridges will always be more expensive than CD's unfortunately, but I would think that if the games were slightly cheaper, more people would be tempted to buy the console in the first place and there would certainly be a lot more carts flying off the shelves. Then everyone could live happily ever after.



# Pics Win Prizes!

1 Years  
subscription  
to  
Total  
64

Many of you have been decorating your letters and competition entries with some top drawings of various Nintendo characters, so we've decided that from next month on we'll be printing a selection of the best we receive and awarding the winning artist a free years subscription! Not bad eh! Remember to include your name, address and age somewhere other than across your masterpiece and if at all possible try to use a large envelope so that you don't have to fold it up too much. Pencils at the ready... steady... Go! We look forward to receiving your entries.





DEAR TOTAL 64

I am writing to you following the astounding news I've just had of the price cut of the N64 by £100 after only a few weeks. I and many others were led to believe there would be no price cut for some time so we spent our hard-come-by cash only to be ripped off a month later.

There should be something done about this as I could have put the extra money on other things.

■ Jason Deakes - Doncaster  
*The Truth...*

Before I respond to your letter I'd just like to point out that the magazine clipping you sent and referred to was not from TOTAL 64 but from a lesser publication that you really ought not to be buying in the first place! In aiming to please potential owners with the price cut THEY have obviously upset existing users, myself included. The only thing I can suggest is that you write to them or phone them on 01703 653377. THEY are under

no obligation to compensate you but you never know!

Try to look on the brightside - at least you didn't pay £399 for a Saturn!

PS. Thanks for the 'Mincemeat Scone Squares' recipe on the back of your letter - let us know if you need it back!

DEAR TOTAL 64

I, for one, won't be found squatted down on my haunches, dribbling over a copy of TOTAL 64 wishing that all remaining playstation devotees get eaten by a dinosaur from *Turok*, for I have something to say and my time is now...

The N64 IS the ULTIMATE games console! And anyone that slags it off in favour of a CD-based console must have their elbows bashed against a rock. Don't they get it?...Enough of this tomfoolery...

The actual game code for *Ridge Racer* on the Playstation totals a mere 3MB, which means that a N64 cart could, in reality, hold several copies of that or other games and have room to spare.

Admittedly, there may only be an ape-sized handful of games available right now, but how many of you actually buy more than 3 games each month? *Wave Race*, *Pilotwings* and *Turok* have satisfied me like no other games EVER have before, and after flogging my Playstation I am still trying to adjust to the superior performance of the N64. It's sooo wicked!

Every new system sees a clutter of rushed, half-assed titles onto the shelf, including Nintendo. But with 3 or 4 GEMS to choose from already, and more on the way to be sure, well, the future IS here, the future is NOW, the future, at £149.99, is the N64. Get into it.

Also, thanks to EVERYONE at

TOTAL 64, from the chimney sweep to the toilet cleaner, your mag is TOPS! Keep at it.

■ Rob Owen, Eastbourne.

*The Truth...*

Thank you Mr. Owen from Eastbourne, I'm sure Nintendo will be very pleased with that advertisement! Seriously though, the debate about which is better, CD or cartridge is a hotly contested one. CD offers huge storage space and are relatively cheap to produce which allows publishers to release them for less money (a lot of SONY games are now released for £34.99), but with annoyingly slow loading times, and with developers failing to use the space to its full potential (the majority being taken up by unnecessary FMV) they don't seem so good after all. Having said that though it seems that Nintendo are having to concede that they may have been mistaken going entirely for cartridge. The imminent release of the 64DD bolt on looks like a step in the right direction, but will people be willing to shell out £200 for it? You are right about the quality of software, however, Nintendo's policy of quality over quantity is the right one and means that you are guaranteed of a quality title every time you buy a Nintendo developed game.

## MAKIN WAVES

Due to popular demand we've decided to start our reader's high scores section a couple of issues earlier than we were planning to. In future issues we'll include scores for any games you care to mention - but for now we've decided to start the ball rolling with a few trick and time scores from *Wave Race 64*.



### Dolphin Park Trick

Score: 14553 — Shaun Murray, Lincoln

### Sunny Beach

Best Lap: 0'21.815 — Justin Calvert, TOTAL 64  
Best Race: 1'09.187 — Justin Calvert, TOTAL 64  
Trick Score: 7983 — Shaun Murray, Lincoln

### Sunset Bay

Best Lap: 0'24.498 — Justin Calvert, TOTAL 64  
Best Race: 1'17.470 — Justin Calvert, TOTAL 64  
Trick Score: 8407 — Ross Grant, Manchester

### Drake Lake

Best Lap: 0'27.253 — Justin Calvert, TOTAL 64  
Best Race: 1'27.834 — Justin Calvert, TOTAL 64  
Trick Score: 13197 — Shaun Murray, Lincoln

### Marine Fortress

Best Lap: 0'26.992 — Justin Calvert, TOTAL 64  
Best Race: 1'41.034 — Justin Calvert, TOTAL 64  
Trick Score: 8500 — Shaun Murray, Lincoln



### Port Blue

Best Lap: 0'31.637 — Justin Calvert, TOTAL 64

Best Race: 1'40.078 — Justin Calvert, TOTAL 64  
Trick Score: 13642 — Shaun Murray, Lincoln

### Twilight City

Best Lap: 0'33.279 — Justin Calvert, TOTAL 64  
Best Race: 1'43.185 — Justin Calvert, TOTAL 64  
Trick Score: 9871 — Ross Grant, Manchester

### Glacier Coast

Best Lap: 0'37.511 — Justin Calvert, TOTAL 64  
Best Race: 1'59.441 — Shaun Murray, Lincoln  
Trick Score: 10382 — Shaun Murray, Lincoln

### Southern Island

Best Lap: 0'25.910 — Justin Calvert, TOTAL 64  
Best Race: 1'22.905 — Justin Calvert, TOTAL 64  
Trick Score: 8831 — Shaun Murray, Lincoln

## NEWSFLASH!

You'll also need to let us know if you're playing the US or UK version of the game because we've just heard from Nintendo that although the UK version runs at a slower rate, the clock runs at exactly the same speed. This of course means that US times and scores are going to be a lot better than the UK ones, so we'll most likely include separate charts for each version.

On that note Justin would like to apologise to those of you who already sent in UK times which he has beaten on the US version — at the time the charts were compiled we weren't aware of the time difference.

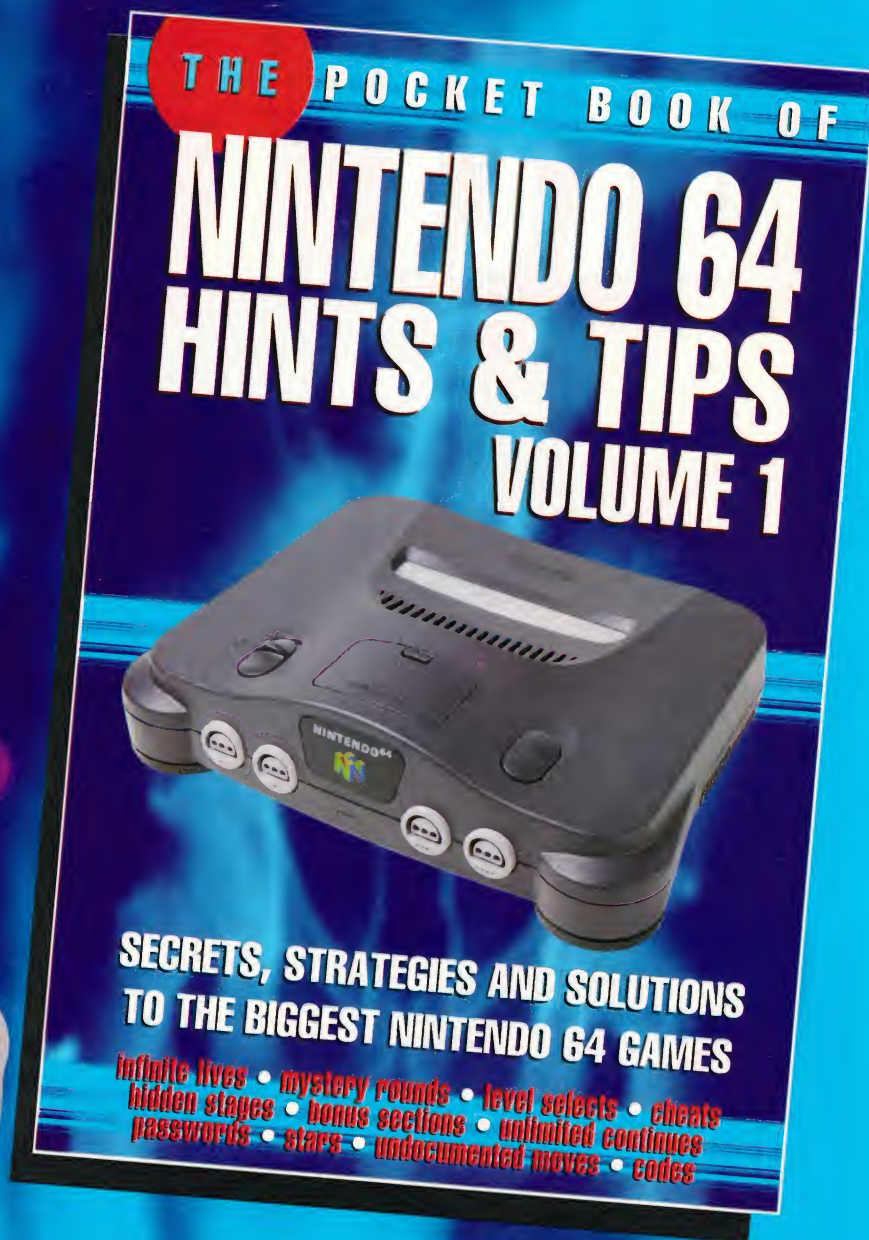
When sending in your scores/times please include a photo to prove that you're not making up numbers at random, and possibly a photo of yourself which will make it into the mag if we think you deserve it!



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# All Fired Up!



As we reported in our last issue, Fire International, manufacturers and suppliers of the Blaze range of videogame accessories, have been hard at work producing their own

version of the universal convertor. This will allow you to play any foreign game on any nationality of console (with the possible exception of *Wave Race* which seems to be a bit tricky!).

The good news for TOTAL 64 readers is that we've got ten to give away to those of you that can tell us the answer to the following question before July 4th 1997, and are then drawn at random from the cardboard box under Justin's desk!

**Which of the Following should you NOT use to get a barbecue started?**

- a. Newspaper    b. Firelighters
- c. A Universal Convertor    d. Kindling

■ Closing Date: 4 July 1997

Entries must arrive no later than July 4th 1997. Employees of Rapide Publishing and participating companies are strictly forbidden from entering. The editor's decision is final. Winners names will appear in a future issue of TOTAL 64.

Send your entries on a postcard to:

C'mon Baby Light my Fire Comp.  
TOTAL 64, Rapide Publishing,  
1 Roman Court,  
48 New North Road,  
Exeter, EX4 4EP.

Alternatively you can email us your entries at [total64@rapide.co.uk](mailto:total64@rapide.co.uk)



# TUROK

THE EMPTY SOULS

WELCOME  
TO  
THE  
FAMILY  
BUSINESS...



Ever wondered  
where everybody's  
favourite dinosaur  
hunter came from?  
TOTAL 64 have the  
answers — read on!

NICIEZA - KAYANAN







# the Empty Souls

**A NEW BEGINNING FOR THE LEGEND OF TUROK**

**FABIAN NICIEZA & RAFAEL KAYANAN**

**COLOR ART**  
ATOMIC PAINTERHOUSE

**LETTER DESIGN**  
CONCRETE TYPE

**DAVE LANPHEAR**  
ASSISTANT EDITOR

**OMER GARELLY**  
EDITOR

**LYNDAE THOMPSON**  
EDITOR

HEY, HACK? YOU HUNGRY?  
I'M HUNGRY.

WANNA GET BREAKFAST?

MORE LITTLE SAUSAGE? SPARE ME.

AND DON'T ACT SO PAIN IT BAKING ME! SPENDING THE NIGHT IN THE CLOSET AGAIN!

WHEN ARE YOU EVER GOING TO GROW UP?

NEVER.

--NOT TO MENTION THE OKLAHOMA--

--AND YOU ASK ME GOING TO GROW UP?

GROW UP?

I'M A SOPHOMORE IN COLLEGE.

I'M BATTING .450 AND I'DE AN ERROR IN TWELVE GAMES.

I GOT PRO SCOUTS CHECKING ME OUT...

--SIGH-- DID YOU WEAR THE GLOVE?

I DID NO ERROR, DIDN'T I?

Um... BARRY-- IS HE GETTING ANY BETTER YET?

IT'S THE SMILE OF A GUY WHO KNOWS HE'S GETTING AWAY WITH IT.

AND HE SMILES.

LET'S FIND OUT.

YOU KNOW IT'S AL UNTIL THE OBSERVER SAYS IT IS.

NOT USED TO HIS LOOK, ARE YOU?

HOW'D THE GAME GO YESTERDAY?

"FRESEY" WITH 18 HOME RUNS, 4 FOR-FOUR PERFORMANCE AT THE PLATE, 4 FOUR RBIS.

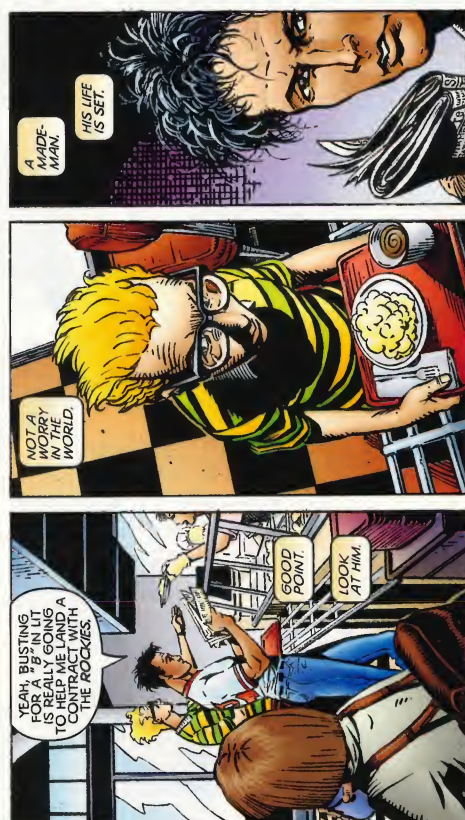
SOUNDS LIKE THE GAME WENT REALLY WELL.

ANYTHING ABOUT YOUR GRADES?



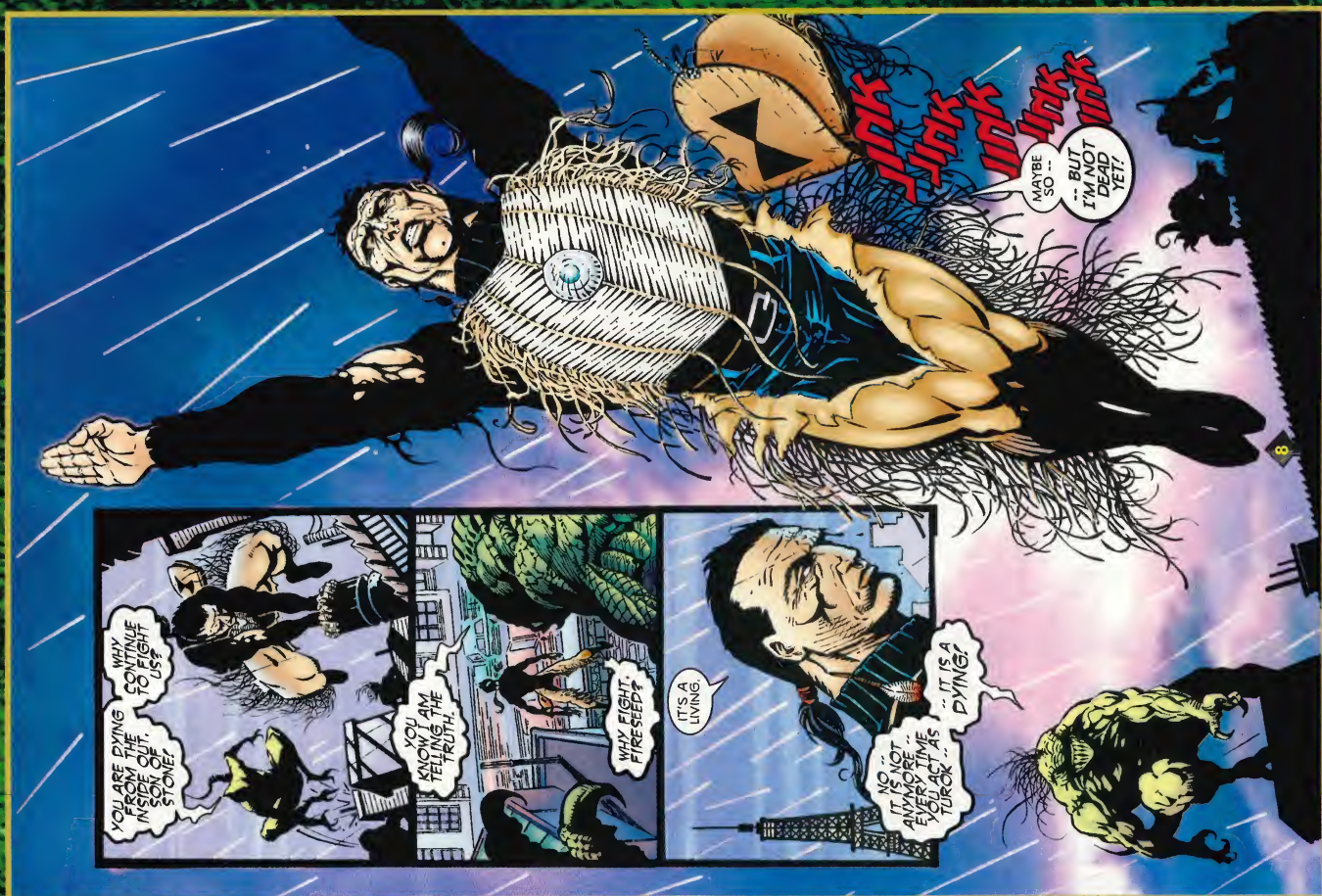


6



5











FUNNY, YOU KNOW  
WHAT YOU LEARN  
AND THEN YOU LEARN  
YOU DON'T KNOW  
THEM AT ALL

WE'VE BEEN  
ROOMMATES  
SINCE FRESH-  
MAN YEAR

JOSHUA  
AND BARRY  
HACKOWITZ

THE STUPID  
ONE AND THE DUD  
THEY CALL US



HE BARELY  
SAID A WORD  
BEFORE HIS  
GAME

USUALLY, HE'D  
BE WINNING HIMSELF  
UP WHERE YOU'D PRAY  
FOR SOMEONE TO  
SHOVE SOME VALIUM  
DOWN HIS THROAT!

SOMETHING WAS  
BOtherING HIM,  
BUT SLEEPING IN  
STILL BOtherING  
ME, SO I DIDN'T  
BOTHER TO ASK.

I SHOULD  
HAVE ASKED...

YOU KNOW  
WHAT YOU  
HARDLY DO  
RIGHT?  
JOSH?

LET'S  
BOTTOM OF  
THE UNITS  
DOWN ONE,  
SECOND AND  
THIRD ..

HOW  
ABOUT  
GO FOR A  
HIT HERE,  
COACH?

XIVIAN SHOWING UP  
AT HIS GAME SAID  
EVERYTHING JOSH  
NEEDED TO KNOW.



AND ON RETROSPECT  
NOTHING THAT HE  
WANTED TO HEAR.

KAK KAK

BUT THEN AGAIN, LISTENING  
TO WHAT ANYONE HAS TO  
SAY HAS NEVER BEEN ONE  
OF JOSH'S STRONG SUITS...



STEELRIKE ONE



KAK KAK  
FOUL BALL



STEELRIKE  
THREE



IT'S  
OKAY,  
JOSH.

THANKS, I  
REALLY  
APPRECIATE  
THE  
CLICHES

WANT  
A LIFE-  
SAVER?

HA-HA.

JOSHUA

VIV,  
THREE  
THREE  
PROBABLY  
LAME, HUH?

I COULD  
CARE LESS  
ABOUT YOUR  
STUPID BOSE  
BALL GAME!

I'M JUST  
HERE TO MAKE  
SURE YOU  
COME  
TONIGHT

IS  
UNCLE  
CARL--?

NO, I  
DON'T  
KNOW  
BUT YOU  
HAVE TO SEE  
HIM BEFORE  
HE DIES

NO, I  
DON'T  
KNOW  
BUT YOU  
HAVE TO SEE  
HIM BEFORE  
HE DIES

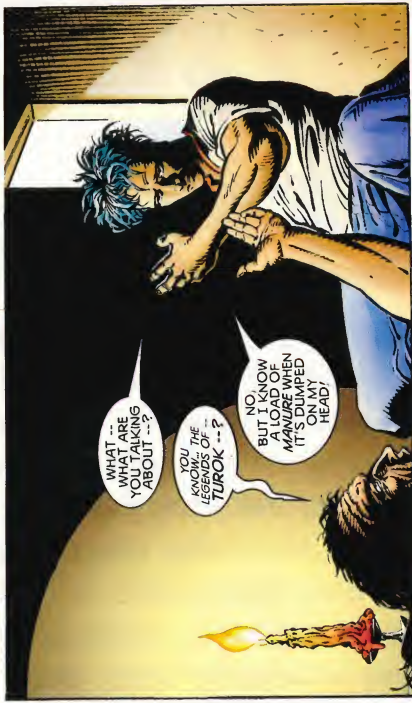




14









# The Evolution of Control



## NES-004E

**D**espite its limited aesthetic appeal, the NES controller was hailed as one of the most innovative designs of its time. This was mainly due to the arrival of the d-pad, which we take for granted nowadays but was radically different from the joysticks everyone was used to. Back in the days of the NES, Mario only needed two buttons to perform his jumps and spurts of running as he went after Bowser, but by the time *Super Mario World* was released on the SNES, he'd developed new abilities requiring more buttons...

One of the most hyped aspects of the N64 before its launch was its new and revolutionary control pad which, I think it's fair to say, looks like nothing that's gone before. But Nintendo are no strangers when it comes to designing exciting new control pads — ever since they came up with the d-pad design back in the days of the NES, they've been comfortable leaders in the ergonomics race.



▲ The N64 pad is unique in that it can be held quite comfortably in three completely different positions — allowing game designers to decide which buttons, etc. best suit their software. Most games to date have taken advantage of the superb analogue stick, giving more control than ever before.





## SNSP-005



▲ Small object of our desire

...and so the SNES controller was created! A lot easier on the eyes and with three times as many buttons as its predecessor, this was the first control pad to include the shoulder buttons that have since been incorporated by just about every control pad designer on the planet. These ergonomically positioned buttons enabled the player to use up to three or four buttons at once, meaning that the game designers could be much cleverer with their games than ever before. Games such as *Street Fighter II Turbo* were great examples of this — utilising all six of the controller's buttons to activate punches and kicks of varying speed and power. At the time it seemed unlikely that the SNES controller could be greatly improved — but true to form, Nintendo came up with the most innovative design ever seen to accompany their new N64 console.

The first control pad to feature shoulder buttons — what would Nintendo think of next? Well a trigger button for starters!



## NUS-005

The N64 controller has played no small part in ensuring the console's success — without unique features like the analogue stick and trigger button, many of the great games we're currently playing would not be possible. The most obvious example would be *Mario 64*, which sees our

favourite hero even more controllable than ever before and with the added option of viewing the action from almost any angle.

*Doom 64* is another good example of a game

that has taken full advantage of the new control pad — the analogue stick allows players to vary their speed of movement, while the trigger button is perfect for firing the various weapons on offer. There's no doubt that Nintendo have lived up to everyone's expectations by producing the Nintendo 64 controller, and I reckon they — and every other control pad manufacturer — are going to have their work cut out when it comes to trying to improve on this one!



▼ Some of the unique features of the N64 controller are already being imitated. Sony are working on a pad with a built in Jolt pack effect and analogue controllers. Mmm... original!





# The Cheat Zone

Some people are never satisfied! You've got the world's best console, some truly stunning new games and you still want cheats? Oh, go on then...



## Cruis'n USA

Some cheats to add that much needed breath of new life, into the rather ordinary racer. They don't help that much but if you did buy it, these might cheer you up a bit.

### Access to the Other Courses

By doing this cheat you'll have access to three of the levels that you race on when you "Cruise the USA" but don't normally have access to on the regular, individual level select screen. This way you can race on the boards to try to beat your record times without having to cruise



the whole of the USA first. The first thing you must do is go to the course select screen. Now hold down the following button combinations for different areas: Golden Gate Park — Left C, Bottom C and L (on top of the controller) Indiana — Top C, Right C and L (on top of the controller) San Francisco — Right C, Bottom C and L (on top of the controller)

### Access the Hidden Cars

You can select from a Jeep, Police Car and School Bus. The first thing you must do is go to the car selection screen. Now hold down Top C, Left C and Bottom C all at the same time. If you hold down those buttons over the '63 Muscle Car (leftmost car) then you can choose the Jeep. If you hold down those buttons over the La Bomba (second from

the left) then you can choose the School Bus. And if you hold them down over the Devastator VI (the gray car which is third from the left) then you can choose the Police Car. Holding those buttons down over the rightmost car will do nothing.

### Flashing Lights with Siren

The first thing you must do is select the Police Car or the School Bus. Next you can pick any track to race on. You must get a "Hot Time" on that course. After you put your initials in on the "Hot Times" screen, you must go all the way to the bottom of the "Hot Times" list. Now hold left for about 35 seconds (you'll see the rollers moving to the left). If you choose the police car or school bus, get a hot time and you're at the bottom of the list, a rather spooky disembodied head will come rolling across the screen, saying "I love this job." Exit the "Hot Times"

screen and choose another board to race on. Once you've begun the actual race, press Brake, Brake, Accelerate fairly quickly. If you did everything

correctly, the lights on your police car will be flashing and your siren will be going off, or the lights on the school bus will be going off.

### Nitro Boost

This code is activated in the same way as the "Flashing Lights with Siren" code below. Get your name on the "Hot Lists", scroll to the bottom of the list, then hold down the left button for about 35 seconds, until the head comes rolling across the screen again.

Using any car in any race, you can now get a Nitrous Boost by pressing Brake, Brake, Gas, Brake, Gas. Please note: you can only use this once for every checkpoint passed. **64**







Demons getting you down? Monsters making you mad? Fear not! Here come the TOTAL 64 team, armed with some top level codes and a secret super password.

### Skill Level — Be gentle!

Level 02: cdp8 9bj2 68zt svk?  
Level 03: cxm8 9bjy 681t jvk?  
Level 04: ddk8 9bjt 683s 9vk?  
Level 05: dxh8 9bjp 685s 1vk?  
Level 06: fdf8 9bjk 687s svk?  
Level 07: fxc8 9bjf 689s jvk?  
Level 08: gd?8 9bc? 69br ?bk?  
Level 09: gx88 9bc6 69dr 2bk?  
Level 10: hd68 9bc2 69gr tbk?  
Level 11: hx48 9bcy 69jr kbk?  
Level 12: jd28 9bct 69lq ?bk?  
Level 13: jx08 9bcp 69nq 2bk?  
Level 14: kdy8 9bck 69qq tbk?  
Level 15: kxw8 9bcf 69sq kbk?  
Level 16: lft8 9bb? 69vp ?vk?  
Level 17: lyr8 9bb6 69xp 2vk?  
Level 18: mfp8 9bb2 69zp tvk?  
Level 19: mym8 9bb5 691p kvk?  
Level 20: nfk8 9bbt 693n ?vk?  
Level 21: nyh8 9bbp 695n 2vk?  
Level 22: pff8 9bbk 697n tvk?  
Level 23: pyc8 9bbf 699n kvk?  
Level 24: qf?8 9bf? 6?bm ?bk?  
Level 25: qy88 9bf6 6?dm 2bk?  
Level 26: rf68 9bf2 6?gm tbk?  
Level 27: ry48 9bfy 6?jm kbk?  
Level 28: sf28 9bft 6?ll ?bk?  
Level 29: sy08 9bfp 6?nl 2bk?  
Level 30: tfy8 9bfk 6?ql tbk?  
Level 31: tyw8 9bff 6?sl kbk?  
Level 32: vbt8 9bd? 6?vk 9vk?

### Skill Level — Bring it on!

Level 02: cjpr 9bj1 68z? qvk?  
Level 03: c1mr 9bjx 681? gvk?  
Level 04: djkr 9bjs 6839 7vk?  
Level 05: d1hr 9bjn 6859 zvk?  
Level 06: fjfr 9bjj 6879 qvk?  
Level 07: f1cr 9bjd 6899 gvk?  
Level 08: gj?r 9bc9 69b8 8bk?  
Level 09: g18r 9bc5 69d8 Obk?



Level 10: hj6r 9bc1 69g8 rbk?  
Level 11: h14r 9bcx 69j8 hbk?  
Level 12: jj2r 9bcs 69l7 8bk?  
Level 13: j10r 9bcn 69n7 Obk?  
Level 14: kjyr 9bcj 69q7 rbk?  
Level 15: k1wr 9bcd 69s7 hbk?  
Level 16: lktr 9bb9 69v6 8vk?  
Level 17: l2rr 9bb5 69x6 0vk?  
Level 18: mkpr 9bb1 69z6 rvk?  
Level 19: m2mr 9bbx 6916 hvk?  
Level 20: nkkr 9bbs 6935 8vk?  
Level 21: n2hr 9bbn 6955 0vk?  
Level 22: pkfr 9bbj 6975 rvk?  
Level 23: p2cr 9bbd 6995 hvk?  
Level 24: qk?r 9bf9 6?b4 8bk?  
Level 25: q28r 9bf5 6?d4 Obk?  
Level 26: rk6r 9bf1 6?g4 rbk?  
Level 27: r24r 9bfx 6?j4 hbk?  
Level 28: sk2r 9bfs 6?l3 8bk?



Level 29: s20r 9bfn 6?n3 Obk?  
Level 30: tkyr 9bfj 6?q3 rbk?  
Level 31: t2wr 9bfd 6?s3 hbk?  
Level 32: vgtr 9bd9 6?v2 7vk?

### Skill Level — I own Doom!

Level 02: cnn8 9bj0 680t nvk?  
Level 03: c5l8 9bjw 682t dvk?  
Level 04: dnj8 9bjr 684s 5vk?  
Level 05: d5g8 9bjm 686s xvk?  
Level 06: fnd8 9bjh 688s nvk?  
Level 07: f5b8 9bjc 68?s dvk?  
Level 08: gn98 9bc8 69cr 6bk?  
Level 09: g578 9bc4 69fr ybk?  
Level 10: hn58 9bc0 69hr pbk?  
Level 11: h538 9bcw 69kr fbk?  
Level 12: jn18 9bcr 69mq 6bk?  
Level 13: j5z8 9bcm 69pq ybk?  
Level 14: knx8 9bch 69rq pbk?  
Level 15: k5v8 9bcc 69tq fbk?  
Level 16: lps8 9bb8 69wp 6vk?  
Level 17: l6q8 9bb4 69yp yvk?  
Level 18: mpn8 9bb0 690p pvk?  
Level 19: m6l8 9bbw 692p fvk?  
Level 20: npj8 9bbr 694n 6vk?  
Level 21: n6g8 9bbm 696n yvk?  
Level 22: ppd8 9bbh 698n pvk?  
Level 23: p6b8 9bbc 69?n fvk?  
Level 24: qp98 9bf8 6?cm 6bk?  
Level 25: q678 9bf4 6?fm ybk?  
Level 26: rp58 9bf0 6?hm pbk?  
Level 27: r638 9bfw 6?km fbk?  
Level 28: sp18 9bfr 6?ml 6bk?  
Level 29: s6z8 9bfm 6?pl ybk?  
Level 30: tpx8 9bfh 6?rl pbk?  
Level 31: tv88 9bfc 6?tl fbk?  
Level 32: vls8 9bd8 6?wk 5vk?

### Skill Level — Watch me die!

Level 02: csnr 9bjz 680? lvk?  
Level 03: c9lr 9bjv 682? bvk?  
Level 04: dsjr 9bjq 6849 3vk?  
Level 05: d9gr 9bjl 6869 vvk?  
Level 06: fsdr 9bjg 6889 lvk?  
Level 07: f9br 9bjb 68?9 bvk?  
Level 08: gs9r 9bc7 69c8 4bk?  
Level 09: g97r 9bc3 69f8 wbk?

Level 10: hs5r 9bcz 69h8 mbk?  
Level 11: h93r 9bcv 69k8 cbk?  
Level 12: js1r 9bcq 69m7 4bk?  
Level 13: j9zr 9bcl 69p7 wbk?  
Level 14: ksxr 9bcg 69r7 mbk?  
Level 15: k9vr 9bcb 69t7 cbk?



Level 16: ltsr 9bb7 69w6 4vk?  
Level 17: l?qr 9bb3 69y6 wvk?  
Level 18: mt9r 9bbz 6906 mvk?  
Level 19: m?lr 9bbv 6926 cvk?  
Level 20: ntjr 9bbq 6945 4vk?  
Level 21: n?gr 9bbi 6965 wvk?  
Level 22: ptdr 9bbg 6985 mvk?  
Level 23: p?br 9bbb 69?5 cvk?  
Level 24: qt9r 9bf7 6?c4 4bk?  
Level 25: q?7r 9bf3 6?f4 wbk?  
Level 26: rt5r 9bfz 6?h4 mbk?  
Level 27: r?3r 9bfv 6?k4 cbk?  
Level 28: st1r 9bfq 6?m3 4bk?  
Level 29: s?zr 9bfl 6?p3 wbk?  
Level 30: ttxr 9bfg 6?r3 mbk?  
Level 31: t?vr 9bfb 6?t3 cbk?  
Level 32: vqsr 9bd7 6?w2 3vk?

### Super Password

Entering this code on the password screen will start you on the very last level with 100 health, 200 armour, all weapons, full ammo, back pack and the three pentagram items that enhance your laser gun, making it three times more powerful than the BFG9000. This weapon can apparently kill the last boss in four seconds. The pentagram items also let you use the three switches in the last level (closes the gates that spawn the monsters) and makes the laser shoot more quickly and strongly.

W93M 7H20 BCYO PSVB 64

Credit goes out to Justin McWilliams of Flushing in the US for most of the Doom 64 stuff. Want to

find out more about him? Visit his website at:  
<http://www.geocities.com/Paris/7499/index.html>



# J-League Perfect Striker



Probably the best Football game ever has just got a little bit sillier!

## Two New Teams

There are two ways that you can get these two new teams. Firstly, you could play through and beat the league mode — which is bleeding hard — or alternatively simply enter the following code (at the title screen): Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right,



R, B, A and then hold down Z and press Start. Now, that was much easier, wasn't it?

## Big Head Players

To increase the size of your players' heads, a la *NBA Jam*, just enter the following code at the title screen: Top C, Top C, Bottom C, Bottom C, Left C, Right C, Left C, Right C, B, A, and then hold down Z and press Start. This doesn't change the gameplay but is nicely daft! **64**



# Killer Instinct Gold

Get all the bonus options — without having to have your butt kicked every time!

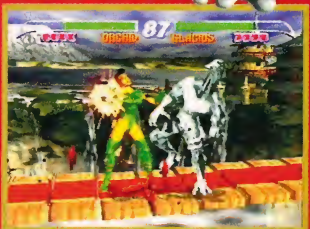
## Access All Options

To be able to access all of the game's level options without beating the game on the higher difficulty levels, wait for the character profiles to come up. Now press Z, B, A, L, A, Z. (That's the L button on top left of the controller.) The announcer will say "Perfect" if you did it correctly.



## See the Ending Credits Without Beating the Game

To check out the ending credits without beating the game (note: the credits only, you do not see any character's ending) wait for the character profiles to come up. Now press Z, L, A, Z, A, R. (That's the L and R buttons on top of the controller.) You'll see the game's credits come up if you did it correctly.



## Play as Gargos!

To play as Gargos, wait for the character profiles to come up. Now press Z, A, R, Z, A, B. (That's the R button on top of the controller.) Gargos will laugh if you've done it right.

## Play on the Sky Stage

To access the Sky Stage, both players must press Down + MK when they select their character. All



subsequent battles will then continue to be on this stage until you select a different one from the list above. **64**







Some bizarre secrets, all contained in the best platform game ever!



## ■ Hat Trick

Go to Snowman's Land (Course 10). Once you're there, get to the snowman's head, as if you were about to cross the ice bridge with the big penguin's help. Now, go ahead and let the snowman's breath blow you off the bridge. Your hat will fall off — don't go and pick it up! Take Mario past the grey star spot, the small pop-up snowman, and towards the two pine trees. The second tree of the two is a teleport, so use it. Now step



back and teleport again — do this at least three times.

Once you've teleported a few times, go back to your hat and look at it carefully. Examine it from all sides. What you'll see is a bunch of hats stacked up on each other. Pick up one hat and Mario will put it on his head, whilst the other hats will stay on the ground! Now, pick up the other hats and Mario can now carry them all around with him!

He can now kill baddies with them, plus he won't put it back on until you either teleport with

him, get a star, or leave the level — plenty of time for fun!

## ■ Control the Ending Camera

During the ending sequence after you beat Bowser, you can control the camera if you have a second controller plugged in.



his other half will be on the other side. There is a situation in which you can actually do something weird with this trick. If you manage to find the rabbit in the basement and catch him, don't collect his star.

Instead, carry him to a door and put him down just in front. Go

Using controller two's analog control stick you can move the camera in many different ways during the sequence with the Princess and also during the re-cap of the levels you've seen.

## ■ Carry the Rabbit to other areas

Find a door which you can easily go in and out of. After going through the door, quickly execute a jump kick, back at the door. Usually you'll go through the door completely, without opening it. However, if you time it right, half of Mario will be on one side and



through the door and try the jump kick trick mentioned above until you get Mario on both sides of the door. Now pick the rabbit back up and set him down on the other side of the door. Go through the door — you can carry the rabbit to some other parts of the castle. This serves no real point though...



## ■ Turn Butterflies into One-Ups

For Course 2, Course 12 and Course 13. Sometimes a bunch of butterflies will come out of the grass or trees. If you punch the butterflies, they turn into bombs that chase you. They will then either simply explode or else turn into one up mushrooms — which is always handy! 64





## Cyrax

**Fatality 1** — (Anywhere) D, D, U, D, HP (Chopper)  
**Fatality 2** — (Close) D, D, F, U, R (Self Destruct)  
**Brutality** — HP, HK, HP, HK, HK, HP, HK, HP, HK, LK, LP  
**Animality** — (Close) U, U, D, D (Shark)  
**Friendship** — R, R, R, U (Dance)  
**Babality** — F, F, B, HP  
**Stage** — R, b, R

## Baraka

**Fatality 1** — (sweep) B, F, D, F, LP (Blade Lift)  
**Fatality 2** — (sweep) B, B, B, B, HP (Head Pop)  
**Brutality** — HP, HP, HP, LP, LP, b, HK, HK, LK, LK, b  
**Animality** — (sweep) Hld-HP, F, B, D, F Rlse-HP (Porcupine)  
**Friendship** — D, D, F, F, HK (Present)  
**Babality** — F, F, F, HK  
**Stage** — LK, R, R, R, R

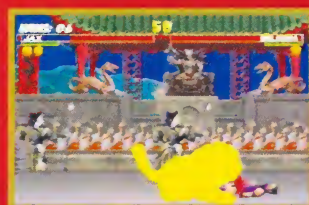
## Ermac

**Fatality 1** — (sweep) D, U, D, D, D, b (Telekinetic Slam)  
**Fatality 2** — (close) R, b, R, R, HK (Head Pop)  
**Brutality** — HP, HP, LP, b, HK, LK, b, HP, LP, LK, HK  
**Animality** — (one step away) F, F, B, B, HP (Frog)  
**Friendship** — F, F, F, HP (Magic Show)  
**Babality** — D, D, B, B, HP  
**Stage** — R, R, R, R, LK



# Mortal Kombat Trilogy

If we're honest, the main reason this game has lasted so long is because of its Finishing moves — what could be more satisfying than beating your opponent, then killing them with a gruesome Fatality? So, here they are...



## Jax

**Fatality 1** — (close) U, U, D, F, U, b (Slice-n-Dice)  
**Fatality 2** — (far) R, b, R, R, LK (Giant Stomp)  
**Brutality** — HP, HP, HP, b, LP, HP, HP, HP, b, b, HP  
**Animality** — (close) Hld LP F, F, D, F Rlse LP (Lion)  
**Friendship** — LK, R, R, LK (Jump Rope)  
**Babality** — D, D, D, LK  
**Stage** — D, F, D, LP

## Johnny Cage

**Fatality 1** — (close) D, D, F, F, LP (Head Pop)  
**Fatality 2** — (close) D, D, F, F, LK (Back Breaker)  
**Brutality** — HP, LK, HK, LP, HP, HK, HK, HP, HP, LP, HP  
**Animality** — (close) D, F, F, HK (Kangaroo)  
**Friendship** — D, D, D, LK (Autographed photo)  
**Babality** — F, F, B, B, HK  
**Stage** — D, B, F, F, HK

## Jade

**Fatality 1** — (close) R, R, R, b, R (Staff Impale)  
**Fatality 2** — (close) U, U, D, F, HP (Shake 'n Bake)  
**Brutality** — HP, LK, HP, LP, HK, HK, LK, b, b, HP, HK  
**Animality** — (close) F, D, F, F, LK (Kitten)  
**Friendship** — B, D, B, B, HK (Pogo Stick)  
**Babality** — D, D, F, D, HK  
**Stage** — B, F, D, R

## Liu Kang

**Fatality 1** — (Anywhere) F, F, D, D, LK (Torch)

**Fatality 2** — (Anywhere) U, D, U, U, b+R (MK1 Drop)  
**Brutality** — HP, LP, HP, b, LK, HK, HK, LK, HK, LP, HP  
**Animality** — (1 step away) D, D, U (Dragon)  
**Friendship** — R, R, R, D+R (Shadow Puppet)  
**Babality** — D, D, D, HK  
**Stage** — R, b, b, LK

## Kano

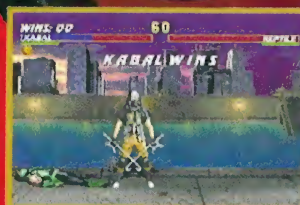
**Fatality 1** — (sweep) LP, b, b, HK (Eye Beam)  
**Fatality 2** — (close) Hld LP F, D, D, F Rlse LP (Skel. Pull)  
**Brutality** — HP, LP, b, LP, HP, b, HK, LK, b, HK, LK  
**Animality** — (close) Hld HP b, b, b Rlse HP (Tarantula)  
**Friendship** — LK, R, R, HK (Bubble Gum)  
**Babality** — F, F, D, D, LK  
**Stage** — U, U, B, LK

## Kitana

**Fatality 1** — (close) R, R, b, b, LK (Kiss of Death)  
**Fatality 2** — (close) B, D, F, F, HK (Head Pop)  
**Brutality** — HP, HP, b, HK, b, LK, b, HP, b, HP, b  
**Animality** — (one step) D, D, D, R (Rabbit)  
**Friendship** — D, B, F, F, LP (Bubbles)  
**Babality** — F, F, D, F, HK  
**Stage** — F, D, D, LK

## Kabal

**Fatality 1** — (close) R, b, R, R, HK (Soul Scream)  
**Fatality 2** — (Outside sweep) D, D, B, F, b (Blow Up)  
**Brutality** — HP, b, LK, LK, LK, HK,



LP, LP, LP, HP, LP  
**Animality** — (close) Hld HP F, F, D, F Rlse HP (Rhino Skeleton)  
**Friendship** — R, LK, R, R, U (Marshmallow)  
**Babality** — R, R, LK  
**Stage** — b, b, HK

## Kung Lao

**Fatality 1** — (1 step away) F, F, B, D, HP (Body Separation)  
**Fatality 2** — (Anywhere) R, b, R, b, D (Spin Kill)  
**Brutality** — HP, LP, LK, HK, b, HP, LP, LK, HK, b, HP  
**Animality** — (close) R, R, R, R, b (Leopard)  
**Friendship** — (far) R, LP, R, LK (Fetch with Dog)  
**Babality** — D, F, F, HP  
**Stage** — D, D, F, F, LK

## Mileena

**Fatality 1** — (close) D, F, D, F, LP (Bone Exhale)  
**Fatality 2** — (far) B, B, B, F, LK (Nail Spit)  
**Brutality** — HP, LP, LP, HP, b, HK, LK, LK, HK, b, HP, D+LP  
**Animality** — (close) F, D, D, F, HK (Skunk)  
**Friendship** — D, D, B, F, HP (Broken Mirror)  
**Babality** — D, D, F, F, HP  
**Stage** — D, D, D, LP



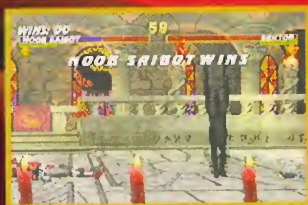
## Nightwolf

**Fatality 1** — (Close) U, U, B, F, b (Beam Me Up)  
**Fatality 2** — (Jump) B, B, D, HP (Lightning Shock)  
**Brutality** — HP, HP, HK, LK, LK, b, b, LP, LP, HP, HK  
**Animality** — (close) F, F, D, D (Wolf)  
**Friendship** — R, R, R, D (Rayden Morph and MK2 Drop)  
**Babality** — F, B, F, B, LP  
**Stage** — R, R, b

## Noob Saibot

**Fatality 1** — (sweep) B, B, F, F, HK (Ball Spin)  
**Fatality 2** — (close) D, D, U, R (Multiple Drop)  
**Brutality** — HP, LK, LP, b, LK, HK, HP, LP, b, LK, HK





**Animality** — (close) B, F, B, F, HK (Anteater)  
**Friendship** — F, F, B, HP (Bowling)  
**Babality** — D, F, F, F, LP  
**Stage** — F, D, F, b

## Rain

**Fatality 1** — (close) F, F, D, HP (Upside Landing Uppercut)  
**Fatality 2** — (out of sweep) D, D, B, F, HK (Multiple Lightning)  
**Brutality** — HP, HP, b, LK, HK, b, LK, HK, b, HP, LP  
**Animality** — (just inside sweep) D, F, D, HK (Elephant)  
**Friendship** — D, F, F, F, LP (Spring Garden)  
**Babality** — F, B, B, HP

## Rayden

**Fatality 1** — (close) Hld HP 8 sec Rlse (Uppercut explode)  
**Fatality 2** — (close) Hld LK 3 sec Rlse (when Rayden grabs, press LK + b like mad!)  
**Brutality** — HP, HP, LK, LK, LK, HK, LP, LP, LP, b, b  
**Animality** — (out of sweep) D, F, D, HK (Electric Eel)  
**Friendship** — D, B, F, HK (Kid Thunder)  
**Babality** — D, D, U, HK  
**Stage** — D, D, D, HP

## Reptile

**Fatality 1** — (1 step away) F, F, U, U, HK (Acid Spit-n-Melt)  
**Fatality 2** — (jump) B, F, D, b (Lunch)  
**Brutality** — HP, b, HK, HK, b, HP, LP, LK, LK, b, HP  
**Animality** — D, D, D, U, HK (Monkey)  
**Friendship** — (close) D, F, F, F, R (Snake in the Box)  
**Babality** — F, F, B, D, LK  
**Stage** — b, R, b, b

## Scorpion

**Fatality 1** — (out side sweep) F, F, F, B, LP (Hand From Hell)  
**Fatality 2** — (jump) D, D, U, HK (Toasty)  
**Brutality** — HP, HP, b, HK, HK, LK, HK, HP, HP, LP, HP  
**Animality** — (close) F, U, U, HK

(Penguin)

**Friendship** — (close) B, F, F, B, LK (Skull in the Box)  
**Babality** — D, B, B, F, HP  
**Stage** — F, U, U, LP

## Shang Tsung

**Fatality 1** — (Close) Hld LP D, F, F, D Rlse LP (Body Slam into Spikes)  
**Fatality 2** — (Close) Hld LP R, b, R, b Rlse LP (Soul Lift)  
**Brutality** — HP, b, b, b, LK, HP, LP, LP, b, b, b  
**Animality** — (Sweep) Hld HP R, R, R Rlse (Snake)  
**Friendship** — LK, R, R, D (Joust)  
**Babality** — R, R, R, LK  
**Stage** — U, U, B, LP

## Sektor

**Fatality 1** — (2 steps away) LP, R, R, b (Compactor)  
**Fatality 2** — (Jump) F, F, F, B, b (Flame Thrower)  
**Brutality** — HP, HP, b, b, HK, HK, LK, LK, LP, LP, LP, HP, b  
**Animality** — (close) F, F, D, U (Bat)  
**Friendship** — (Past Sweep) R, R, R, D (Strength Test)  
**Babality** — B, D, D, D, HK  
**Stage** — R, R, R, D

## Sheeva

**Fatality 1** — (close) Hld HK B, F, F Rlse HK (Pound-n-Ground)  
**Fatality 2** — (close) F, D, D, F, LP (Skin Pull)  
**Brutality** — HP, LP, b, LK, HK, b, HK, LK, b, LP, HP  
**Animality** — (close) R, b, b, b, b (Scorpion)  
**Friendship** — F, F, D, F, (pause) HP (Plate Spin)  
**Babality** — D, D, D, B, HK  
**Stage** — D, F, D, F, LP

## Sindel

**Fatality 1** — (1 step) R, R, b, R, b (Hair Spin)  
**Fatality 2** — (close) R, b, b, R+b (Scream)

**Brutality** — HP, b, LK, b, LK, HK, b, HK, LK, b, HK, LK, b, LP  
**Animality** — (close) F, U, U, HP (Wasp)  
**Friendship** — R, R, R, R, R, U (Field Goal)  
**Babality** — R, R, R, U  
**Stage** — D, D, D, LP



## Sonya

**Fatality 1** — (anywhere) B, F, D, D, R (Squash)  
**Fatality 2** — (far) Hld R+b U, U, B, D Rlse R+b (Kiss of Death)  
**Brutality** — HP, LK, BL, HP, LK, BL, HP, LP, BL, HK, LK  
**Animality** — (close) Hld LP B, F, D, F Rlse LP (Hawk)  
**Friendship** — B, F, B, D, R (Flowers)  
**Babality** — D, D, F, LK  
**Stage** — F, F, D, HP

**Babality** — D, B, B, F, HP  
**Stage** — F, U, U, LP

## Stryker

**Fatality 1** — (close) D, F, D, F, b (Bomb)  
**Fatality 2** — (far) F, F, F, LK (Tazer)  
**Brutality** — HP, LP, HK, LK, HP, LP, LK, HK, HP, LK, LK  
**Animality** — (2 steps away) R, R, R, b (T-Rex)  
**Friendship** — LP, R, R, LP (Cross Guard)  
**Babality** — D, F, F, B, HP  
**Stage** — F, U, U, HK

## Smoke

### [Cyber]

**Fatality 1** — (far) U, U, F, D (Planet Destruct)  
**Fatality 2** — (Sweep) Hld b+R D, D, F, U Rlse b+R (Bomb Pill)  
**Brutality** — HP, LK, LK, HK, b, b, LP, LP, HP, HP, b, b  
**Animality** — (Out of sweep) D, F, F, b (Bull)  
**Friendship** — (far) R, R, R, HK (Horn)  
**Babality** — D, D, B, B, HK  
**Stage** — F, F, D, LK

## Sub-Zero

**Fatality 1** — (close) D, D, D, F, HP (Head Rip — censored)  
**Fatality 2** — (close) D, F, F, F, HP (Ice Pick)  
**Brutality** — HP, LP, HP, b, LK, LK, HK, HK, LP, HP, LP  
**Animality** —  
**Friendship** —  
**Babality** — D, F, F, HK  
**Stage** — F, D, F, F, HP 64

## Smoke [Human]

**Fatality 1** — (Jump) F, F, B, R (Inviso Beat)  
**Fatality 2** — (1/2 screen) R, b, R, R, HK (Head Pop)  
**Brutality** — HP, HP, b, LK, HK, HP, HK, HP, HK, LP, LK  
**Animality** — (one step away) F, F, F, B+HK (Porcupine)  
**Friendship** — D, F, F, F, R (No Smoking)





# Mario Kart 64



A couple of cheats to spice up your copy of *Mario Kart 64* — not that you could really improve on this Fellai!

## Race against course ghosts

*Mario Kart 64* has three perfect time trial boards. Secretly programmed into the game are



'course ghosts' that represent the development team's best time trial runs for those boards. The ghosts will follow the path that corresponds with their time.

First go into the Time Trial mode and pick your player. Next, choose one of the levels below and get a time better than listed.

Luigi Raceway —  
under 1'52"00  
Mario Raceway —  
under 1'30"00  
Royal Raceway —  
under 2'40"00

The course ghosts are automatically saved to your cartridge.

## Boost Trick

Hold down the R button to slide around a corner and, continuing to hold down the button, 'steer' the joystick to the opposite direction and back. If done correctly, the smoke will change from white to yellow. Repeat the 'steering' motion

and the smoke should change from yellow to red. Once the smoke is red, let go of the R button. If you have your speedometer on-screen, you'll notice your speed go up for a few seconds.



## Mirrored Tracks

Gain a first place position on every cup in the 150cc class. After you reset your machine, the title screen should have changed. Now go into GP mode and you'll find a new option — extra. Wham, bam — you can now race on mirrored tracks!



## Speed Burst

As soon as the starting lights turn blue, hit the gas and hold it. You should now be able to achieve the speed burst that you need to get ahead! **64**





# NBA Hangtime



Show off to all your mates with all the cheats you'll ever need for the N64's version of the classic basketball game, *NBA Jam*.

## Player Clones

Fancy having two Dennis Rodmans on one team (and double the cack hair do's)? By using this code, you can now achieve your goal by cloning your player. To access a clone, just enter their last name — see list below — and "0000" for the PIN number. For example, enter Rodman as your name and 0000 as your PIN to access the clone. Here's a listing of all of the duplicate players available:

Ahrdwy	(Penny Hardaway)
Cliffr	(Cliff Robinson)
Davidr	(David Robinson)
Dream	(Hakeem Olajuwon)
Elliot	(Sean Elliot)
Ewing	(Patrick Ewing)
Glennr	(Glenn Robinson)
Ghill	(Grant Hill)
Hgrant	(Horace Grant)
Johnsn	(Larry Johnson)
Kemp	(Shawn Kemp)
Kidd	(Jason Kidd)
Malone	(Karl Malone)
Miller	(Reggie Miller)
Motumb	(Dikembe Mutumbo)
Mourng	(Alonzo Mourning)
Mursan	(Gheorghe Muresan)
Pippen	(Scottie Pippen)
Rodman	(Dennis Rodman)
Rice	(Glen Rice)
Smits	(Rik Smits)
Stackh	(Jerry Stackhouse)
Starks	(John Starks)
Webb	(Spud Webb)
Webber	(Chris Webber)

## Hidden Players

As with *NBA Jam*, you can access a huge amount of secret player characters, some of which are a tad bizarre! The name that you should enter is in boldface. The PIN number you need to enter is in blue.

Amrich (Dan Amrich)	2020
Bardo (Bardo)	6000
Carlos (Carlos Pesina)	1010
Daniel (Dan Thompson)	0604
Danr (Dan Roan)	0000
Divita (Sal Divita)	0201
Eddie (Eddie Ferrier)	6213
Eugene (Geer)	6767
Jamie (Jamie Rivett)	1000
Japple (Japple)	6660
JC (John Carlton)	0000
Jfer (Jennifer Hedrick)	0503
Jonhey (Jon Hey)	6000
Kombat (Ed Boon)	0004
Marty (Martinez)	1010
Mednik (Mednik)	6000
Minife (Minife)	6000
Morris (Air Morris)	6000
Mortal (John Tobias)	0004
Munday (Larry Munday)	6432



MXV (Vinikour) 1014  
 Nick (Nick Ehrlich) 7000  
 Nfunk (Neil Funk) 0101  
 Patf (Pat Fitzgerald) 2000  
 Perry (Matthew Perry) 3500  
 Quin (Kevin Quinn) 0330  
 Root (John Root) 6000  
 Shawn (Shawn Liptak) 0123  
 Sno (Sheridan Oursler) 0103  
 Turmel (Mark Turmell) 0322

## Access secret play modes

The following codes are entered at the "Tonight's Matchup" screen. You use the Turbo button to control the first number, the Shoot button to control the second number, and the Pass button to control the third number. Basically, it's much like the Kombat Kodes on *MK Trilogy*.

025	— Baby Sized Players
048	— No Music
111	— Tournament Mode
120	— Fast Passing
273	— Stealth Turbo
390	— No Pushing
461	— Unlimited Turbo
552	— Hyper Speed
610	— No Codes Allowed
616	— Block Power
709	— Quick Hands
802	— Maximum Power
937	— Goal Tending

## Further secret codes

To enter all of the following codes, just enter the sequences below whenever the screen switches from team select over to

Tonight's Matchup. The cheat box should flash if you have entered them correctly.

Big Heads  
 Hold Up, press Turbo and Pass at same time  
 Huge Heads  
 Up, Up, Pass, Turbo  
 Shot Percentage On  
 Rotate D-Pad clockwise, starting with Up  
 No Tag Arrow



Left, Left, Pass, Turbo  
 No Drift  
 Down, Down, Shoot, Turbo  
 No CPU Assistance  
 Hold Right (on the D-Pad) and press Pass, Pass  
 Rooftop Jam  
 Hold Left, then press Turbo three times  
 All-American Basketball  
 Hold Right (on stick) and press shoot, turbo, pass

## Random Team Select

To have your team selected for you, press Up and Turbo at the team select screen and there you go.

## Change Rodman's hair colour

While at the team selection screen, go to the Chicago Bulls and press the PASS button to change the man's hair to different colours. **64**



# Pilotwings 64

Excellent Flying aim, excellent cheats and of course an excellent cheat section!

Central Park in New York  
Arctic Island — Deep inside the cave at the base of the waterfall. We suggest using the Jet-Pac to find these areas.

## Find the Birdman Stars

To play as the birdman, fly through one of the special stars located on the

following levels.

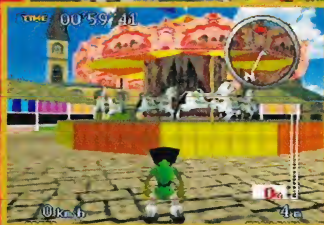
Holiday Island — Under the natural arch on the beach

Crescent Island — In a hidden cove on the beach

Little States Island — In

## Get a perfect 100 on Jumble Hopper.

Jump between the building you start on and the building in front. You will notice a doorway on the building in front. Go through this into the Nintendo building and out of the other doorway. You are teleported to near to the end of the level. You can get a top score of 100 every time. **64**



Maybe it is worth collecting all those pesky challenge points in this awful Star Wars cash in!

## Challenge Points

Collect all the challenge points on the Easy setting — during the game hold down the camera button for five seconds and you get the Leebo Scanner

Collect all the challenge points on the Medium setting and during

the SkyHook Battle stage hold down the camera button for five seconds and you can fly as an X-WING.

Hold down the button for another five seconds and you can fly as a TIE Fighter.

If you hold down the button for another five seconds after that, you'll go back to the Outrider.

Collect all challenge points on Hard setting and in the game you get invincibility for 30 seconds and start with all weapons.

Collect all challenge points on Jedi setting and the Wampas in the "Escape from Echo Base" stage will follow you and attack your enemies for you. **64**

# Shadows of the Empire





# Turok: Dinosaur Hunter

Here are some excellent cheats for one of the best games we have ever seen. Now all the secrets are yours for the picking. Alas, we haven't got a cheat to stop those bleeding T-Rexs from scaring the pants off you!

Here are some codes for *Turok* that you should enter at the cheats screen:

DLKTDR — Pen and Ink Mode (black and white wireframes)  
SNFFRR — Disco Mode (strobe lights and dancing enemies)  
FRTHSTHTTRLSCCK — Infinite Lives  
THBST — Gallery (view, scale and rotate all 3D enemies)  
FDTHMGS — Show Credits  
THSSLKSCCL — Spirit Mode (gives invincibility and slow moving enemies)  
CMGTSMGGTS — All Weapons

BLTSSRRFRND — Unlimited Ammo for weapons

After you have entered one of the above cheats, you will be able to access a new option called "Cheat Menu." Enter this option and you can now select turn each cheat ON/OFF. **64**





# Wave Race 64



Ever Fancied riding on the back of a dolphin? Well here's your chance! Well, as long as you follow our words that is!

## Reverse Tracks

To open up the "Reverse" mode, you must get a first place overall on the Expert level of difficulty. After that, a fourth option called Reverse will appear underneath Expert. You will now be able to race backwards on the tracks.

## Massive Scores

To rack up huge amount of points on the stunt courses, press the pause button as soon as you complete a stunt. If you do it right, all the sounds should stop except for the announcer's usual inane banter. Usually if you press pause at the exact moment you hit the water, you should be OK, but the idea is to press pause the instant the announcer starts wailing. If you do it right, you should get tons of points, racking up massive scores for easy tricks.



## Use the Same Racer in Two-Player Mode

This cheat allows both players to have the same racer and the same outfit in the two player mode. First, use controller two to decide which racer you are going to use in the Vs. Mode, and make sure that the first player's cursor is on an adjacent racer. Press up on controller two and press Start to have player one's default colour. Then, on controller one, press right (or left) and Start at almost the same time. If you do this correctly, you can start the race with both players having the same outfit.

## New Stunts

### Double Flip Stunt

First get some speed with the jet ski. When you are on the ramp, tap up at the top of the ramp and hold down to do your flip. Instead of making the character do one complete flip, hold the down button longer so he does another turn. If you have done it correctly he

will land perfectly and ride on without falling.

### Helicopter Stunt

This is a variation of the flip, where you spin sideways. When you are on the ramp, turn sharply diagonal left-up or diagonal right-up, then hold down to do a sideways flip.

### Helicopter into a Flip Stunt

Do the helicopter stunt as listed above but hold the down button for longer. It will look like he does a helicopter move, but then he will rotate so he's in an upright position and does another flip.

### Triple Flip

You need a lot of speed and a lot of air to do this. Tap up at the top of the ramp and start doing the flip and hold down. You need a lot of speed for this one, so do not try to do any turns as they will slow you down or stop you completely.

### Dolphin Racer!

To be like that horrible kid in Flipper, follow these words. Select the Stunt Mode and play in Dolphin Park.



From there you need to go through all the rings and do all the stunts, (listed below) which include diving underneath the water from a ramp. If you did everything correctly, you'll hear the dolphin squeaking when you cross the finish line.

## Dolphin Tricks

Handstand (off throttle — press down and up)  
Spin, ie. "backwards ride" (off throttle — move stick clockwise)  
Stand (off throttle — move stick counter-clockwise) + Somersault (hold down)  
Roll left (off ramp — tap right and hold left)  
Roll right (off ramp — tap left and hold right)  
Flip (off ramp — hold up and then quickly press down)  
Dive (off ramp — hold down and then quickly press up)

Now exit and select Championship Mode and then Warm Up.

When selecting your character, hold down on the analog stick, and when you start you'll be riding a dolphin!

## Speed Burst

Try to press and hold down the gas button, right before the announcer says, "Go!". If you are successful, you'll start perfectly, go, go! **64**





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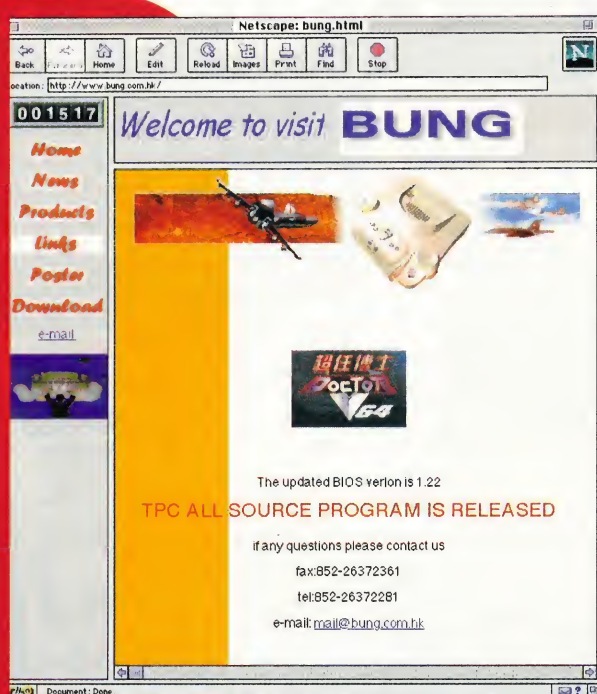
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# Get Ninten



Bung Enterprises, the company behind the Doctor V64, are a legitimate business in Hong Kong, producing hardware for various uses. They even have their own homepage on the Internet!



▲ It looks nice – but wait for the 64DD!

Where do you buy your video games and hardware? In the High Street? From Toys 'R' Us? Since the dawn of gaming, there's always been an invisible undercurrent of 'black' trading, exploiting the real software companies and growing fat on the profits. TOTAL 64 investigates what's in store for the N64...

Piracy — it conjures up images of something evil, doesn't it? Hard, ruthless people who go around stealing, hijacking and raping anything that they choose. But we all do it! Whether it's copying a friend's latest Blur CD or borrowing a word processing package to install on your computer, it's all piracy of one kind or another — it's all a form of copyright infringement. Even taking a photocopy of a picture or taping EastEnders is making a second copy of something that isn't yours to take, but if all cases of copying were prosecuted, the courts would be full 24 hours a day!

Since the dawn of the videogaming era, there has always been an underlying current of copiers. It was simple back in the days of the ZX Spectrum and Commodore 64, when games were released on cassette — anyone with a double cassette deck could make a copy. The major software companies did attempt to get around this by creating more complicated game loading sequences, that needed perfect tone to load, but this only resulted in games that wouldn't load even if you had the



## Cyclops 64

Unlike the Doctor V64, that does have a legitimate use, other than that of piracy, the Cyclops 64 is a device to back-up Nintendo 64 cartridges to a PC hard drive — plain and simple. By inserting the device into the cartridge slot of the Nintendo 64, and then a game cartridge into the Cyclops, the data can be directly downloaded to the PC, without any need for backing it up in the memory of the hardware first.

This data can then be downloaded again into a blank Cyclops cartridge, where it is permanently stored until overwritten with something new. Each cartridge can hold up to 128MBits of data, again, more than enough for any Nintendo 64 game.

These Cyclops cartridges are then independent of the hardware and can be used on any Nintendo 64 console — it's a similar system to that used by videogame publishers for sending out preview samples of their games — only more on the illegal side!

Manufactured by Triad Data Systems in the USA, using their

own ISO9000 factories, the Cyclops 64 has come against little resistance from Nintendo so far. They seem to be concentrating their legal wrangling in Japan and Hong Kong, where the Doctor V64 is a real threat. The fact that the Cyclops is manufactured in the USA, and not in some far off hidden factory in the East, seems to prove that Triad are capitalising on a legal loop hole, allowing users to back-up cartridges they have bought. Of course, if they don't already own the cartridge that's backed up, then they break the laws of copyright infringement.





# do's Back-up!

## Doctor V64

**M**anufactured by Bung Enterprises in Hong Kong, the Doctor V64 is a good looking piece of hardware complete with a CD-ROM and a bank of sophisticated looking buttons. It's marketed as a Video-CD player, compatible with all MPEG, CD-i and Video CD formats and with an output in either NTSC (for the USA) or PAL (for Japan and the UK), the machine is aimed at the increasing market of Video CD enthusiasts – but is this compatibility simply a front for something much more sinister?

The Doctor V64 sits comfortably underneath a Nintendo 64, connecting to the console through the expansion port. By pressing the normal Video-CD function keys in a particular order, the user can upload all the data from the Nintendo 64 cartridge into the V64 memory. The V64 comes with 128Mbits (16Mbytes) as standard, but can be upgraded to 256Mbits (32Mbytes) – more than enough to store any Nintendo 64 game created to date. It's when the game is stored in memory that the user can take the next step. By connecting the V64 to a PC through normal parallel cables, the game data can be downloaded to the hard drive and stored.

Now, there is nothing illegal about all this if you happen to already own the cartridge. The user would simply be backing up the data that they have already paid money for. It's the people who have taken this to the next stage that have caused controversy.

CD-ROM burners can be picked up for only a few hundred pounds

original — and of course alienated legitimate customers.

When the videogame industry turned to the floppy disc — things became a little tougher for the pirate but it wasn't long before security measures were breached, no game was safe. After many years of combating the pirates with dawn raids and court cases, the companies behind the games finally thought they had the answer — cartridges. Read only memory packs that could only be read on their host machine seemed like the ideal storage medium for games. The

general opinion was that copying a cartridge would be too expensive and cumbersome for the average Joe in the street. This was true, but it hasn't stopped a few die-hard pirates from trying their damndest.

## Get your Back-up!

Sega's Mega Drive, the Super Nintendo and Japanese PC-Engine have

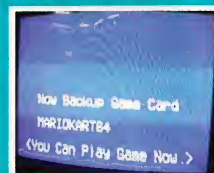
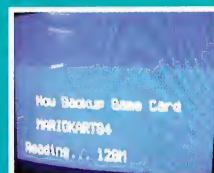
these days, and when your average Nintendo 64 game only takes up 16Mbytes of data, a CD-ROM has the capability of storing 40 games on a single CD! This is where we come back to the CD-ROM drive inside the Doctor V64. A pirate CD-ROM can simply be inserted into the hardware and

any game can be restored into the V64 memory, ready to be played on the N64. So you can see why Nintendo have become a little peeved at this! Many pirate CDs containing a single Nintendo 64 game have been changing hands in Hong Kong for as little at \$10 — a mere fraction of the standard US pricing of \$50-\$60 for a game. Quite an achievement for a harmless Video-CD player, isn't it?

all had copying devices created for them. Marketed as 'back-up devices' they have got around the copyright laws by stating to their users that they must only be used to back-up or archive software already owned by them. But of course, they never are. Cartridges are borrowed, rented or bought and then taken back as faulty! Either way, the pirate ends up with a copy — and saves themselves the £50 price tag!

After many years of lost revenue and court cases, the software industry finally cracked it with the introduction

## DOCTOR V64 BACKUP

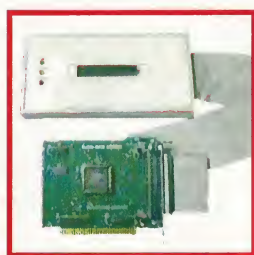


Backing up a game is a simple task. By following the on screen prompts the user can transfer all the data to their PC in a matter of minutes.



# Wild Card 64

**T**he Wild Card is very similar to the Doctor V64 in that it has built in RAM to let you save a Nintendo 64 game into, from where it can be downloaded to a PC for transfer to a CD-ROM, or restored back into the RAM again at a later date. The main difference with the Wild Card 64 is that it also has SRAM on board for all the Nintendo's save game positions. It has its own, built-in CD-ROM drive for playing pirate CDs, and this can also be used to play Video-CDs — but in a far from perfect way. Strangely the Wild Card 64 is built somewhere on the west coast of Wales, not in Hong Kong or the Far East. No pictures of the hardware have been released at the time of going to print.



▲ This is the sort of gear most of us would probably associate with videogame piracy — it looks cheap, illegal and home made. But piracy is big business nowadays and some of the devices can look just as well designed and professional as the consoles they're designed to rip off.

of compact discs. They are far more expensive to copy than cassettes or floppy discs, and although a few die hard pirates have managed to do the dirty deed, piracy figures were slashed — but then Nintendo had to take a step back to cartridge for their new console.

The Nintendo 64 has only been on sale for a few months, but already there's a handful of 'back-up devices' littering the floors of specialist videogame stores around the world, that will copy the data of any N64 game to an internal memory and read games directly from CD!

## Tricks of the Memory

So how does this work? Well it helps if you understand that all Nintendo 64 games run from memory. The cartridge is simply there as a storage medium — data isn't read from the cart while the game is in motion. All the data is stored inside the N64's internal memory while you play. So if it can be stored in its entirety, then it can be copied to somewhere else. This is how these copying devices work. They take the game data from the Nintendo 64's memory, and transfer it down cables to a PC. Games can then be stored on the hard drive of the PC as normal



▲ Who in their right minds would want to put the future of such a machine in jeopardy?



▲ The fact that it comes in a nice box doesn't stop it from being illegal and, ultimately, damaging to the industry.

data files, and then uploaded back into the Nintendo 64's memory at a later date — usually when the original cartridge is long gone.

This is vaguely 'legal' — if you own the original cartridges — but of course gamers haven't only been backing up their own software. The more ruthless pirates in the Far East have been creating their own unique 'Now That's What I Call a Rip-Off' CD compilations. When you think that *Super Mario World* on the N64 only takes up 8MB of memory, and a CD can hold up to

650MB, you can see that almost every game released so far would fit on one compact disc — now that's a frightening thought for all software companies — and especially for Nintendo themselves.

## Laying down the Law

The Big N don't go in for all this 'legitimate back-up and archive utility' rubbish. As far as they're concerned, all these new devices infringe their copyright and they have a constant stream of law suits to prove it. In fact, they seem to blame the illegal hardware's country of origin more than the pirates themselves. Many of the Far East countries of the world presently have largely unrestricted copyright laws that manufacturers simply capitalise on.

On February 18th 1997, Nintendo of America Inc urged Acting US Trade

Representative Charlene Barshefsky to take action against both Hong Kong, China, Taiwan, Paraguay and Venezuela for their failure to end the rampant counterfeiting of Nintendo video game products. Nintendo have estimated that they lost \$810 million in 1996 alone. More than 50 videogame companies in the States joined them in making the recommendations to be filed under the Special 301 provision of US trade law. This law protects the copyrights, trademarks and intellectual properties of all game companies.

Nintendo have caused a storm in the past over China, Hong Kong and Taiwan's disregard for copyright infringement, and the three countries were ordered to strengthen efforts to




## Nintendo Speaks Out

When Nintendo of Japan learnt of the existence of these new back-up devices, they were quick to thwart the efforts of the manufacturers behind them. They targeted the new Doctor V64 particularly, sending out faxes to all retailers demanding they remove all hardware from their stocks, and report back to Nintendo's lawyers with any information they may have on piracy. The reaction from Bung Enterprises, the creators of the Doctor V64, was to simply update the software that comes with the device. It will now only play Video-CDs, making it a legitimate purchase. But out there in cyberspace, the original software is lurking...

## Keep the Cart

So what is Nintendo to do in the long term? They can take as many companies to court as their funds will allow, but they're never going to stamp out piracy completely. Maybe we just have to accept that there's always going to be a dark side to all walks of life. Where there are car showrooms, there's also theft and ringing; when food and provisions have been rationed, there are people ready to operate a black market — and videogames will never escape this trap.

We could put it down to human nature — people will always experiment and exploit any new innovations in technology to their own end, and no number of threats and court cases are going to stop them. We just have to install a sense of morality in ourselves, and support the industry that brings us so many addictive games. A legitimate cartridge might cost more than a highly illegal copy, but if you don't pay the price to fund the developers and the publishers, eventually the software will dry up altogether — then where will we be? Think about it. 

notorious free trade zone, Ciudad del Este, that allows counterfeit Nintendo videogame products from these Far East countries to be easily imported, and then distributed around the world.

An even more ludicrous situation has arisen in Venezuela where the counterfeiters control the majority of the videogame market. This is largely due to the government allowing pirates to unlawfully use Nintendo's trade name, copyrights and trademarks for years, completely unhindered.

This means that even though the 1995 Supreme Court ruled that the 'Nintendo' name was famous — and thus a crime had been committed — Nintendo failed to achieve a satisfactory result. They blamed the country's 'notoriously corrupt' legal system for their lack of success.

In the case of the new Nintendo 64 copying devices, Nintendo are already on the case, releasing a faxed warning to all videogame retailers in the Far East which warns them not to stock these products.

stop counterfeiting. This was all to no avail, and matters failed to improve, with production and export from these pirate cartels becoming stronger than ever before.

Paraguay has been identified by Nintendo as one of Latin America's 'key piracy centres'. The country has a

▼ This unit be more appropriately be called the 'Partner in crime' since the only thing it's good for happens to be highly illegal — just say NO!

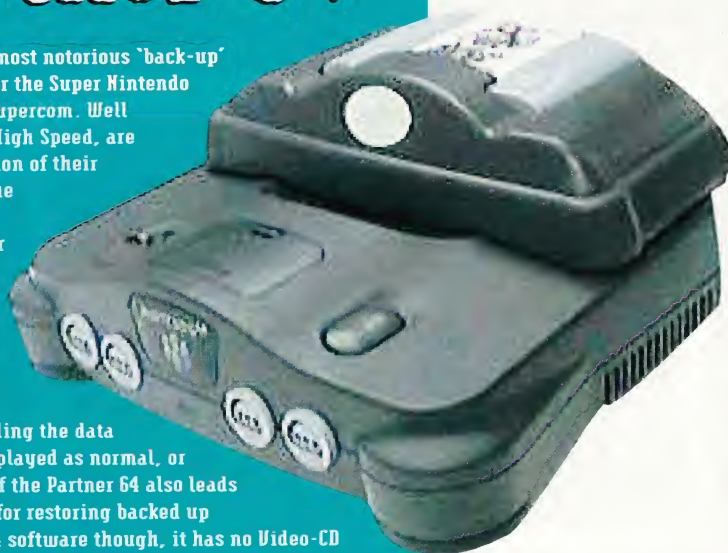


## Supercom Partner 64

One of the most notorious 'back-up' devices for the Super Nintendo was the Supercom. Well manufacturers, High Speed, are nearing completion of their new project — the cunningly titled Supercom Partner 64. The unit comes in a slick

black case that fits on top of the Nintendo 64 — instead of underneath like the Doctor V64. An edge connector slots into the cartridge slot, and game cartridges are then inserted into the hardware sideways.

It works in a similar way to other back-up devices by downloading the data from the cartridge into a 128MBit bank. From here the game can be played as normal, or again, downloaded to a waiting PC. A cable leads out of the back of the Partner 64 also leads to a five speed CD-ROM drive, this is used as a read-only device for restoring backed up 'snapshots' of games. The CD can only be used for pirate N64 software though, it has no Video-CD or CD-i capabilities.





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**TOTAL 64**

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With a UK release imminent we Finally have an excuse to spend all day playing it!

Review!

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Mortal Kombat in 3D - but is it any good?

Review!

# Wonder Project J2

Looks nice, but have you got any chance with the Japanese text?

UK Showcase!

# MK Trilogy

plus!

- Duke Nukem 64
- Wild Choppers
- Dark Rift

Guide!

# ISS Soccer



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# Things are looking up for the UK N64 as it goes down!

**But what do you think of the state of Nintendo affairs in the UK? Send us your comments and we'll do our best to include them in a special Feature planned for next month.**



**A**nother month, another issue of TOTAL 64, and another one or two games are released in the UK — obviously most of us couldn't afford to buy more than that each month, but wouldn't it be nice to have a wider selection of titles to choose from? The lack of software is a worldwide problem for the N64, but few places have it as bad as the UK — it's no wonder so many of you are opting for imported machines or buying universal convertors. Many people think that the UK machine is inferior in some way, but I would suggest that this is a myth fuelled by developers who are releasing inferior versions of their games in the UK.

The copy of *ISS Soccer* we've been playing this month is every bit as fast as the Japanese version, actually looks better on screen, and has only the minutest of borders — so it's three cheers for Konami! And a big 'Why?' for Nintendo, who are either unable or unwilling to optimise the code on games for release in the UK — I wish I could believe that it's not the latter!

I don't wish to sound negative about what is undoubtedly the greatest games console in existence — but it's obvious from the number of letters we get on the subject that many of you are getting fed up with being charged more than players in the rest of the world for inferior products that arrive months later than everyone else's. Lets hope that the console price cut will see games reaching the shops more quickly as the user base grows, then we can all get on with playing the games we bought our N64's for instead of drooling over the prospect while the rest of the world plays!

Signing Off

*Justin*



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